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Issue 32 | October 2009

P3Zine

Free Magazine For PlayStation 3 Gamers. *Read it, Print it, Send it to your mates...*

REVIEWED!

Brütal Legend

Does Schafer's latest adventure rock? We find out inside!

PLUS!

Assassin's Creed II
HANDS-ON PREVIEW +
EXCLUSIVE SCREENS
& INTERVIEW!

PREVIEW!

Modern Warfare 2

REVIEW!

Uncharted 2

PREVIEW!

DJ Hero

REVIEW!

FIFA 10

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Welcome to P3Zine



The nights are drawing in, the weather's getting colder, and the release schedule is getting thicker. Yes, Christmas is well on the way, and in this month's issue we take a look at all the games you'll want Santa to throw down your chimney this winter.

On the reviews side, Tim Schafer's latest *Brütal Legend* is a worthy contender for a place under the tree, as we join roadie Eddie Riggs on an adventure through a heavy metal world, while *Uncharted 2* brings us back down to reality on a thrilling journey through Tibet.

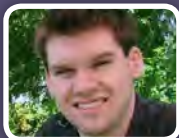
We also rejoin Desmond and Soap for one last look at the sequels to two of 2007's biggest titles before they hit store shelves next month.

Until then, Enjoy the issue...

Dan Hutchinson, Editor
p3zine@gamerzines.com

MEET THE TEAM

There's nowt they don't know about PlayStation...



David Scammell
Thinks he's Indy after playing *Uncharted 2*.



Chris Schilling
Rekindling childhood memories with *M:UA2* and *Star Wars*.

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3



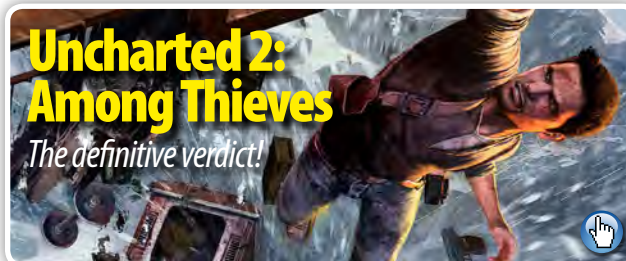
Brütal Legend

Huge review!



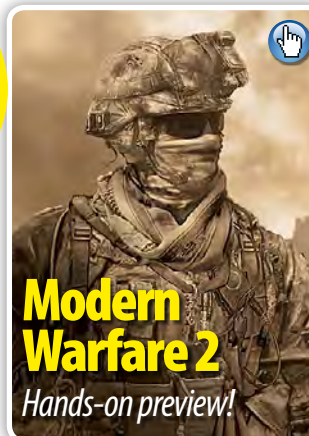
Assassin's Creed II

Hands-on preview!



Uncharted 2: Among Thieves

The definitive verdict!



Modern Warfare 2

Hands-on preview!

QUICK FINDER

Every game's just a click away

The Saboteur
Army of Two:
The 40th Day
MAG
Modern Warfare 2
Assassin's Creed II
DJ Hero

Brütal Legend
Uncharted 2
FIFA 10
Marvel: Ultimate
Alliance 2
Republic Heroes

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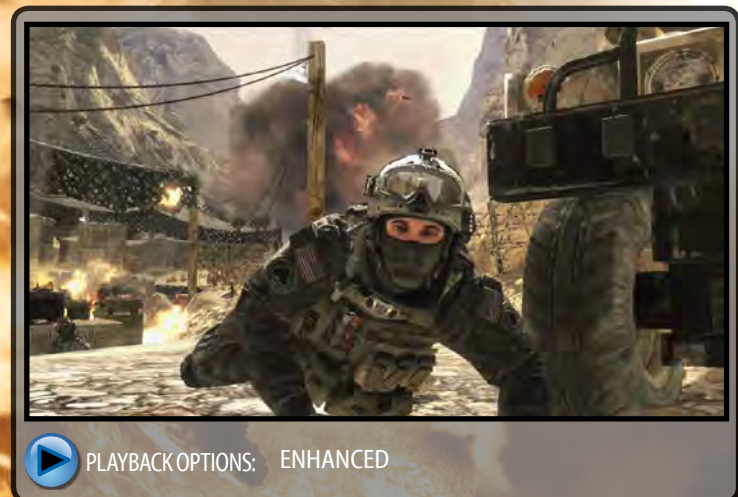
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Publisher: EA

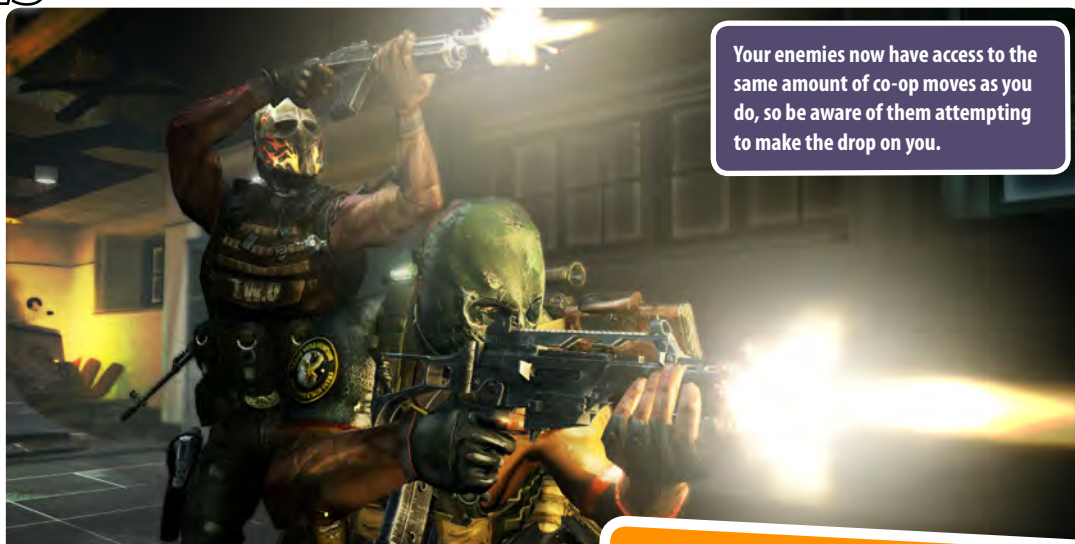
Developer:

EA Montreal

Heritage: Army of Two,
Skate It, SSX Blur

Link: <http://armyoftwo.com>

ETA: 8th January

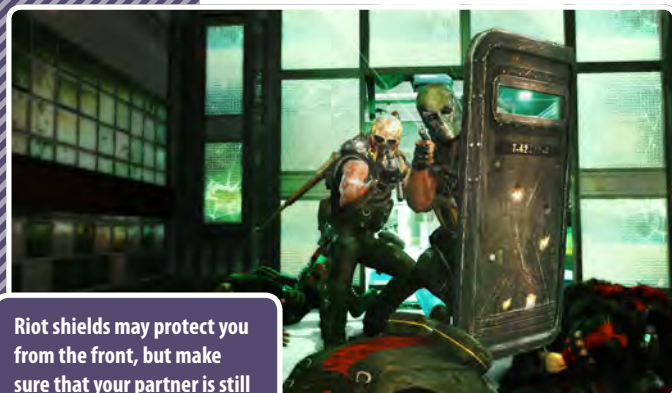


Your enemies now have access to the same amount of co-op moves as you do, so be aware of them attempting to make the drop on you.

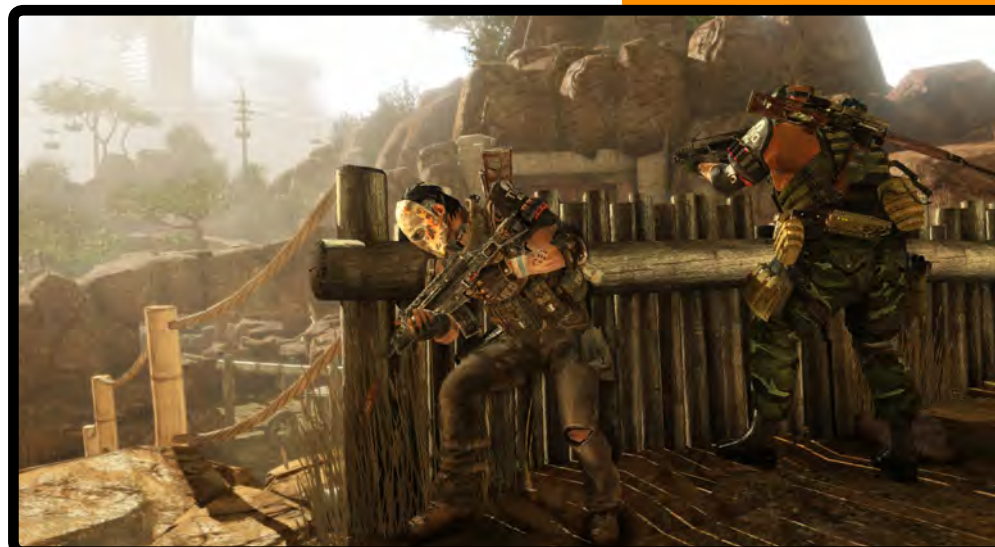


Enemies still include the usual bunch of foot and heavy soldiers.

"One of EA Montreal's key focuses was on making The 40th Day's environments feel alive, rather than retain the static and lifeless feel of the first game"



Riot shields may protect you from the front, but make sure that your partner is still watching your back.



Army of Two: The 40th Day

FIRST
LOOK

It takes two, baby

What's the story?

With Gears of War 2 taking its rightful place as third-person co-op shooter of choice on Xbox 360, there's still a gap to be filled on PS3. And with that in mind, hard men Rios and Salem return to the frontlines as they find themselves stuck in the wrong place at the wrong time, and in the middle of a war they don't understand.

Why should we be excited?

According to Producer Matt Turner, EA Montreal has learned from the mistakes they made in the original Army of Two, taking the criticisms onboard when making the sequel. Besides the usual array of improvements – including a wider library of co-op moves and a hugely improved enemy and partner AI – one of EA Montreal's key focuses was on making The 40th Day's environments feel alive, rather than retain the static feel of the first game's battlefields.

When do we get more?

A demo is a possibility according to Turner, so keep your eyes peeled for that. But with the game hitting shelves in early January, we'll be bringing you our review in a couple of issues' time.

Anything else to declare?

Expanding on the original's weapon customisation, The 40th Day allows the player to build their gun using any part from any other weapon, be it the muzzle, ammo type or silencer.



PlayStation
Network

ASSASSIN'S CREED II

20.11.09

"IN A WORD, INSTABUY"

VG247

"THE MOST ANTICIPATED
GAME OF THE YEAR"

ZOO



PLAYBACK OPTIONS: ENHANCED

18

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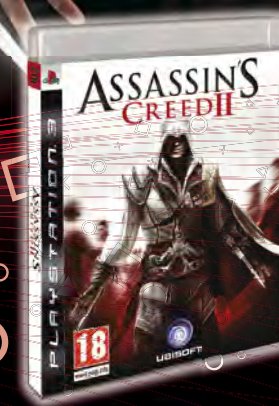


UBISOFT



PS3

PlayStation 3





Publisher: EA

Developer: Pandemic
Heritage: Mercenaries 2,
Lord of the Rings: Conquest

Link: <http://pandemicstudios.com/thesaboteur>

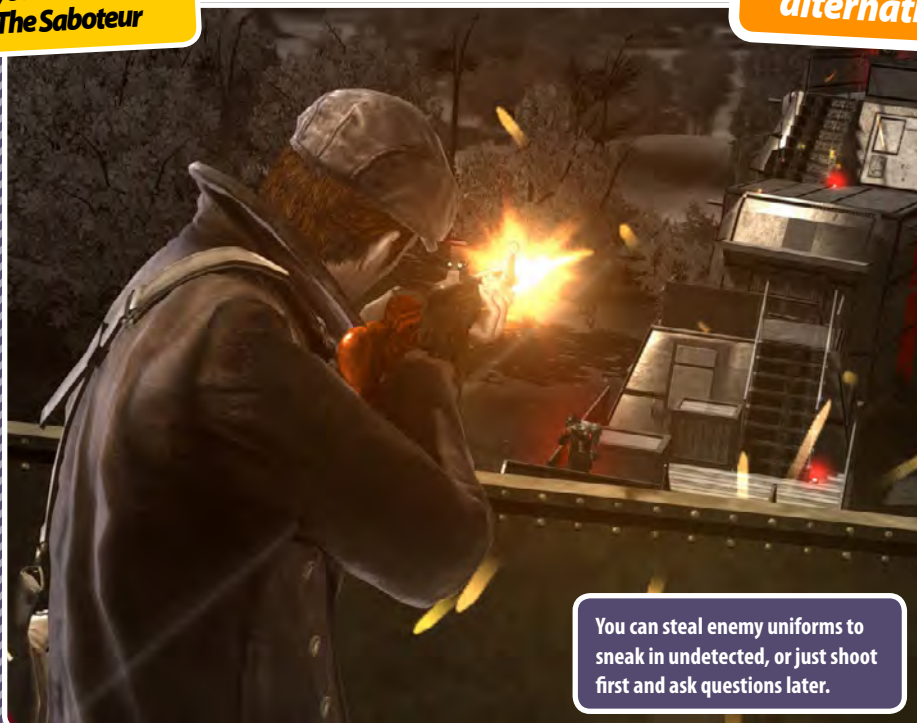
ETA: 8th December

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
The Saboteur



No, that's not a day/night cycle gone wrong, but the Will to Fight system in all its glory.

"The Saboteur is the first WWII game set in an open world, lifting elements from the usual suspects to create a compelling alternative within the genre"



You can steal enemy uniforms to sneak in undetected, or just shoot first and ask questions later.



The Saboteur

FIRST
LOOK

Occupying your PS3 this Christmas

What's the story?

Irish race driver Sean Devlin isn't too keen on the idea of Nazis, which seems fairly reasonable given their fondness for territorial invasion and attitude towards the remainder of the human populace. But as if that wasn't enough to annoy even the most nonchalant of us, Devlin's hatred is made considerably worse by the slaying of his friends, choosing to embark on a trip of retribution to wreak vengeance on the evil Axis forces.

What do we know?

The Saboteur is the first World War II game to be set in an open world, lifting elements from the usual suspects to create a compelling alternative within the genre. But perhaps more excitingly, the game also features the intriguing Will to Fight system which labels up areas of enemy presence (or rather the lack of) through the use of colour. Raise motivation and colour will be restored in the area, reducing enemy numbers to a minimum. Of course, the opposite is also true, with areas of high resistance painted in a gloomy monochrome.

When do we get more?

It's been a long time coming, but The Saboteur's finally going to be ready this December. Unfortunately there's still no word on whether a demo is going to be made available on PlayStation Network, but check back next issue for a more in-depth look at the game.

Anything else to declare?

Developers Pandemic have been keen to let players play the game in their preferred style, offering numerous ways to approach each mission. You can sneak in quietly, slowly butchering the enemy one by one and garnering their outfits as cover, or you can charge in guns blazing before escaping back to your countryside safe house in 1940s race car.

SLAY DEMONS. BANG HEADS. BECOME A LEGEND.



PLAYBACK OPTIONS: ENHANCED



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BRUTALLEGEND.COM



PLAYSTATION 3



XBOX 360



XBOX LIVE



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MAG

Publisher: SCEE

Developer:

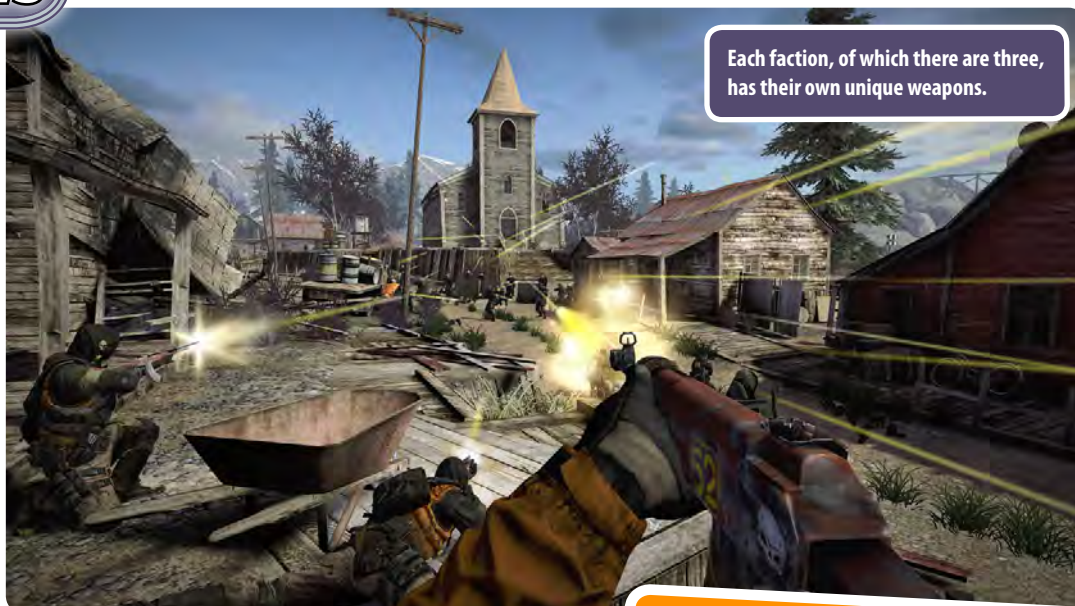
Zipper Interactive

Heritage: SOCOM series,
Crimson Skies

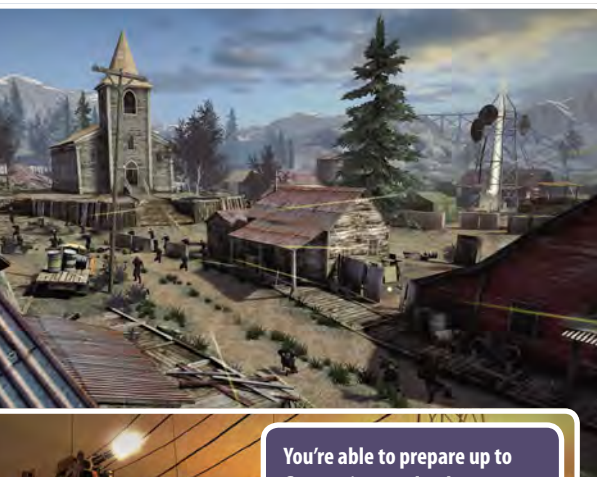
Link: www.mag.com

ETA: January 2010

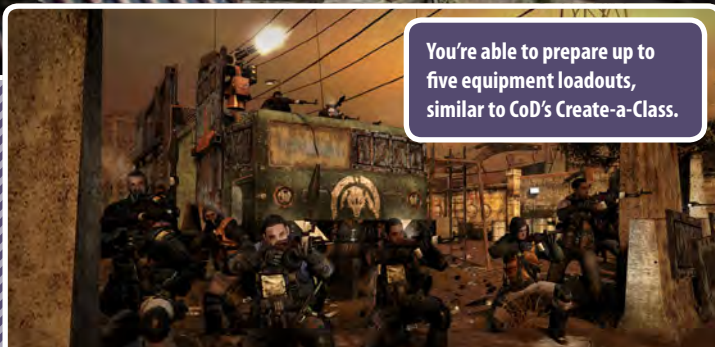
**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think
of MAG



Each faction, of which there are three, has their own unique weapons.



"Besides the headcount, it's the level of customisation and character progression that is ultimately MAG's biggest pull"



You're able to prepare up to five equipment loadouts, similar to CoD's Create-a-Class.



MAG

Army of Two... Hundred and Fifty-Six

**FIRST
LOOK**

What's the story?

You know how to handle a gun, right? How about a rocket launcher? Good. That's all you need to know when approaching Sony's MMOFPS, which lets 256 players fight it out for supremacy on a variety of online battlegrounds. There are three factions to fight for in all, each with their own weapons and loadouts, so be sure to choose wisely when you come to create your character.

Why should we be excited?

Just like in a MMORPG (or, of course, Modern Warfare) you're constantly earning experience in MAG which can be used to unlock new weapons and skills from within a variety of skill-trees, ranging from increased damage resistance to greater control of your parachute. Besides the headcount, it's this level of customisation and character progression that is ultimately MAG's biggest pull.

When do we get more?

The game's currently undergoing a public Beta test to ensure that it's as optimised and bug-free as possible for its January release, but Sony still hasn't confirmed whether or not they'll open it up to everybody in the run-up to release. Fingers crossed they'll put something on PlayStation Network to let everyone try before they buy, but don't hold your breath.

Anything else to declare?

Although us Brits are renowned for queuing, we're not quite so used to queuing to get into a game. So it came as a huge surprise to us when we were thrown in line when selecting the Deploy option rather than being thrown straight into battle. MAG is *not* a game for quick and easy thrills, but – just like its MMORPG cousins – put enough hours into it and you'll be rewarded heartily.

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PLAYBACK OPTIONS: ENHANCED



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Online features not available on PlayStation[®]2

activision.com

INCOMING

Another secret six heading your way...



Heavy Rain

Publisher: Sony | ETA: Q1 2010

Controversial bedroom scenes and unsettling stripteases aside, Sony's looking for Heavy Rain to hit the headlines for all the right reasons when it launches in a few months' time. Questioning players' moral judgment and asking them what they'd *really* do for love, Heavy Rain's positioning itself as a 'dark, immersive and emotionally-engaging experience' as players take control of multiple characters to piece together pieces of the story and unravel its mystery. Easily one of, if not our most anticipated releases of 2010.



Tekken 6

Publisher: Namco Bandai | ETA: 30th October

We're the first to admit that we've been less than impressed by recent titles in the classic fighting series, so we feel it's all or nothing for this next Tekken. The new Scenario Campaign sounds a little like Tekken 3's moderately entertaining Force mode as players fight their way through a variety of stages, but has the King of Iron Fist succumbed to the might of Street Fighter? We'll find out for sure when Tekken 6 launches at the end of the month.

Tony Hawk: RIDE

Publisher: Activision | ETA: 4th December

Tony's not been firing on all cylinders recently (or should that be trucks?), but he's looking to change all that with RIDE. Neversoft has been given the elbow in favour of newcomers Robomodo, whose new skateboard controller encourages players to get up off the sofa and onto their feet. It's a new take on an admittedly staling series, and one likely to make an impact this Christmas.



Super Street Fighter IV

Publisher: Capcom | ETA: Spring 2010

Releasing on disc rather than via DLC, Super Street Fighter IV throws in another wave of updates to this year's sublime fighter, including new characters, new Ultra Combos and tweaks to the game's matchmaking system. Though the character line-up is yet to be fully revealed, Capcom reckons that Super SFIV will have 'about' eight new characters over the original release, including Super Street Fighter II's T. Hawk and an all-new 'mysterious female fighter', Juri.

Dragon Age: Origins

Publisher: EA | ETA: November

Other than sharing similar genre traits, Mass Effect developer BioWare's latest title couldn't be any further apart from their previous sci-fi epic. Switching spacemen for men in tights and pulse rifles for bows and arrows, Dragon Age has much more in common with their classic Baldur's Gate series than the modern-day action RPG. One for D&D fans only? We'll find out next month.



SKATE 3

Publisher: EA | ETA: May 2010

While Tony Hawk goes down the body-shifting, motion-sensing peripheral-based route, Skate's sticking with more traditional control methods. It's branching out in other areas though, this time focussing on the 'camaraderie and competitive excitement of real-life skateboarding' by introducing new co-op elements.



IN THE PIPELINE

NOVEMBER

MODERN WARFARE 2
ASSASSIN'S CREED II

DECEMBER

THE SABOTEUR
JAMES CAMERON'S: AVATAR

JANUARY

ARMY OF TWO: THE 40TH DAY
DARKSIDERS: WRATH OF WAR

FEBRUARY

HEAVY RAIN
DANTE'S INFERNO

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PLAYBACK OPTIONS: ENHANCED





HANDS-ON

Assassin's Creed II

Will the sequel to 2007's slay-'em-up be enough to kill off the competition?

If the original Assassin's Creed was the 'trial run' (as we labelled it way back in November 2007), its sequel is the full-blown marathon. 'Ambitious', we called it – others called it 'disappointing'. But whatever your take on Assassin's Creed may be, it's impossible to deny it of its achievements, becoming one of the most successful videogames of all time and the fastest-selling new IP in recent history. And two years later, with lessons learned and feedback embraced, Ubisoft Montreal are ready to show their hand...



ASSASSIN'S CREED II

Publisher: Ubisoft

Developer:

Ubisoft Montreal

Heritage: Assassin's

Creed, Rainbow Six: Vegas

Link: <http://assassinscreed.uk.ubi.com>

uk.ubi.com

ETA: 20th November

**PREVIEW
FEEDBACK!**
 Click here to
 tell us what
 you think of
 Assassin's
 Creed II

Click here to see the enhanced version of this exclusive shot!



> Assassin's Creed II cont.

First things first... unlike its predecessor, game Director Benoit Lambert reassures us that the PS3 version of Assassin's Creed II is as technically sound as that of its Xbox 360 brother, running at full 1080p and without a graphical hitch or framerate issue in sight. Good news, then, for those of us concerned that Ubi's Anvil Engine simply wasn't up to scratch for the PS3's architecture. But technological triumphs only get you so far, and the Canadian team has been keen to develop the Assassin's Creed experience beyond

mere technical improvements. "The original wasn't very rewarding," explains Lambert – and he certainly doesn't need to tell us twice after having spent hours needlessly trawling the land for those worthless flags. "AC1's flags were good for grinders," admits Lambert, "but they didn't have a particular reward." That's all changing for ACII, however, with the game's new collectible: feathers. There are 101 feathers to collect across the entire game world, which Lambert says has both 'purpose within the

Leave no witnesses – the new Notoriety system encourages quick and silent kills.



ASSASSIN'S CREED II

> Assassin's Creed II cont.

story' and significant reward upon collecting all of them. Quite what that is though, Lambert isn't prepared to say, unfortunately.

But the idea of reward is one that runs uniformly throughout ACII. Lambert introduces us to the game's new secret locations – underground caves and building interiors that play host to a different kind of gameplay to that which we're used to seeing in Assassin's Creed. They're puzzle sequences which Lambert likens to Prince of Persia, and the resemblances are clear to see, with a sweeping camera giving a vague overview of the area upon entry. These segments are far more linear than the rest of the game, acting as a welcome break



"The idea of reward is one that runs uniformly throughout Assassin's Creed II"

from AC's traditional fast-paced, kill-a-minute gameplay, yet they feel like a perfect match for Ezio's athleticism, requiring precision and physical dexterity, and with each taking advantage of newly acquired moves. Essentially, each area is a

Click here to see the enhanced version of this exclusive shot!



AGENT OF CHANGE

How Assassin's Creed has changed for the better



Shopaholic



Killzone



Friendly faces



Shopaholic

As well as investing in them to bring in additional revenue streams, Ezio can purchase new items from the shop, including new weapons, armour and items of clothing. Armour will degrade after combat though, meaning you'll have to visit the blacksmith often for repairs.

ASSASSIN'S CREED II

> Assassin's Creed II cont.

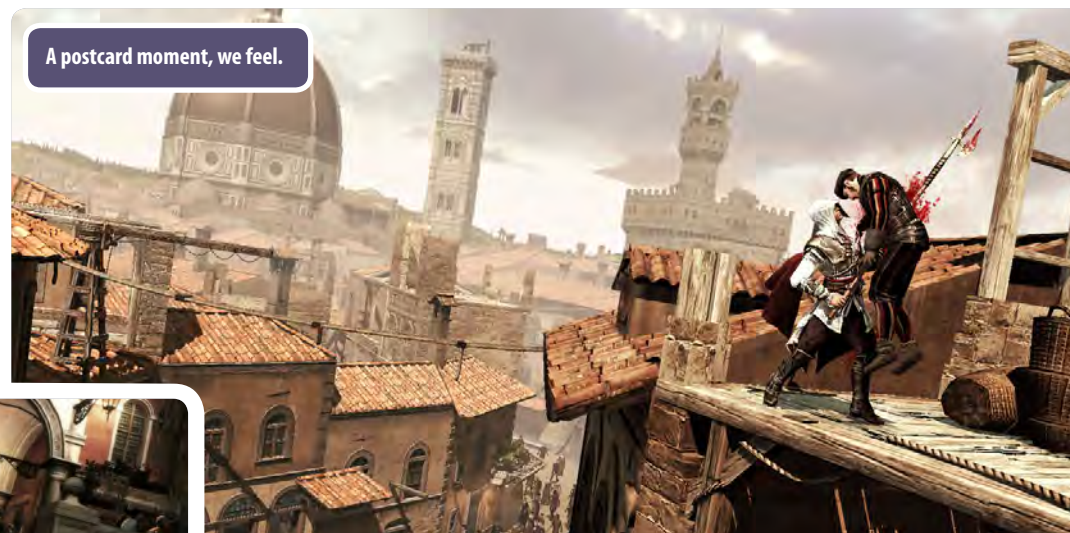
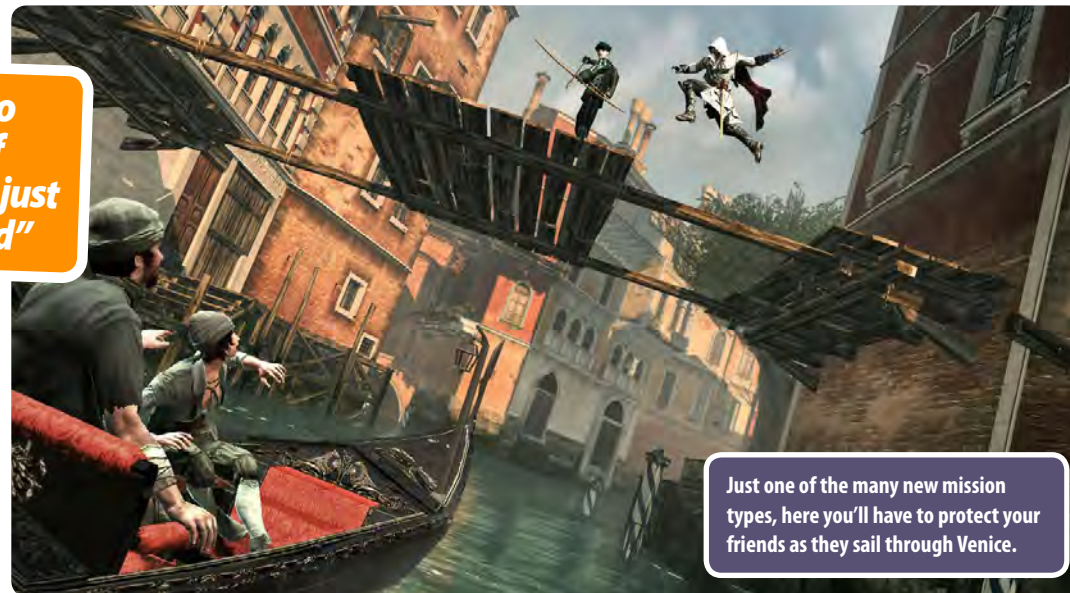
preset course filled with discreet paths and waypoints – brainteasers, in other words – and we were left scratching our head on multiple occasions as we tried to work out where next to go, or how to open a particular gate. Persevere though and you'll be rewarded substantially, with Lambert assuring us that finishing all of the secret locations unlocks the biggest reward the game has to offer – a brave move considering the title's core focus on killing.

Assassin's Creed II, it seems, is keen to appeal to every kind of gamer, rather than simply just those with a lust for blood. It'll certainly satisfy those that do, though, with all-new move sets and opportunities to deal death. The dual concealed blades may be the most widely publicised, but did you know that you can also disarm opponents, fight with them hand-to-hand or purchase new weapons and armour at the store? That itself brings a whole new area of gameplay to Assassin's Creed, with the essence of

"ACII, it seems, is keen to appeal to every kind of gamer, rather than simply just those with a lust for blood"

micro-management as you keep an eye on your wallet while infiltrating enemy strongholds and looting downed soldiers for cash on the way. There are plenty of ways to bring in additional revenue, including investing in local businesses and relying on a daily income from your villa. The villa also acts as a place to show off your wares, be it newly acquired armour, clothing or weapons, or purchased paintings – and you'll be able to access new secret locations from your villa too, by building a well just outside.

The villa acts as 'a summary of the player's experience', says Lambert, and after the few hours we've spent with the game so far, our experience with Assassin's Creed II has been surprisingly encouraging. A candidate for game of the year? You'd be unwise to dismiss it at this stage. ●



PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Some huge improvements mean that ACII's one to watch



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PLAYBACK OPTIONS: ENHANCED



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HANDS-ON

Call of Duty: Modern Warfare 2

As war fast approaches, we take one last advance look at the frontlines

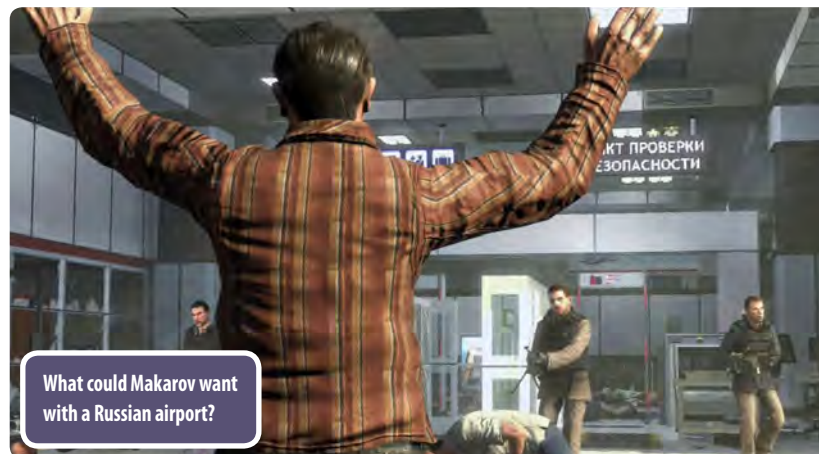


When you think about it, it's quite astounding how many people – ourselves included – are swooning over a title that they know so little about. Indeed, it was only a matter of weeks ago that Infinity Ward officially revealed the first details of MW2's multiplayer component, which – following a lengthy hands-on time – we covered in last month's issue of 360Zine. But this month it's the turn of MW2's single-player campaign...



> Modern Warfare 2 cont.

The biggest shock, of course, is the revelation that at least part of MW2's campaign will see players fighting on US soil, or more particularly, battling to reclaim control of the White House from Russian Ultranationalists. Washington DC has seemingly been transformed into a post-apocalyptic battleground deep into the advanced stages of all-out war, filled with ash, burning trees and sun-blocking plumes of black smoke, as troops spring into action from a military base assembled below a destroyed Washington Monument. Or it could just be a vision; a nightmarish dream of a scenario that never actually becomes reality. Unfortunately we won't actually know for sure until the game drops on our doorsteps next month.



What could Makarov want with a Russian airport?

What we have seen more of, however, is Modern Warfare 2's confirmed lead villain, Vladimir Makarov, as he leads an assault on a Russian airport (which according to our spies, will also double up as a map used in the game's multiplayer). Following the death >

"Washington DC has been transformed into a post-apocalyptic battleground"



If you look just under the turret, you'll see a bizarre 'No Camels' street sign.

LOCK & LOAD

A look at some of the new weapons and accessories you'll find in MW2



Mind that mine

Bombastic

Causing a riot

Mind that mine

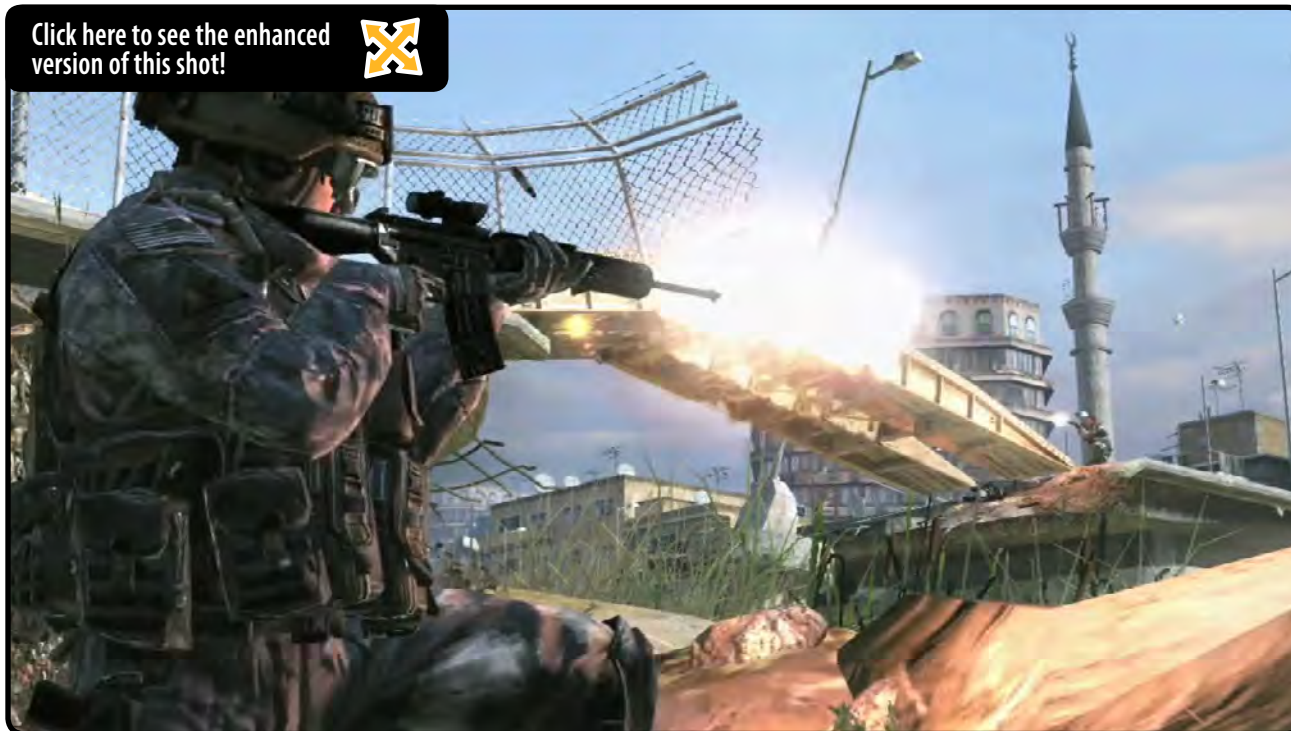
Rather than simply explode at your feet a la Call of Duty 4's Claymores, Modern Warfare 2's new landmines launch themselves into the air just before detonation to deliver a fatal blow to the head. But can you avoid them by going prone?

PREVIEW FEEDBACK!
Click here to tell us what you think of Modern Warfare 2

Click here to see the enhanced version of this shot!



Click here to see the enhanced version of this shot!



> Modern Warfare 2 cont.

of Ultranationalist Imran Zakhaev, Makarov has taken control of the rebel party, leading his troops against the coalition task force. Why he's decided to storm a terminal on his homeland, however, isn't entirely clear, and neither is how it all ties in with Modern Warfare's overarching storyline. Indeed, from the very little that we know of it so far, it seems that the story of MW2 may not be quite as tight as that of the first game as players bounce back and forth across locations the world over, while the idea of the collapse of

Washington perhaps seems more suited to the relatively improbable plights of 24 or Red Alert than the feasible scenarios of previous Call of Duty's. Of course, however Infinity Ward *do* decide to tackle such a brave subject matter will be critical to Modern Warfare 2's plausibility – albeit perhaps not its success – and regardless of the outcome, we'll surely be in for a rollercoaster ride when players are rejoined with the likes of MacTavish and co.

And talking of familiar faces, what of series celebrity, Captain



This is no time for holiday snaps, Private.



> Modern Warfare 2 cont.

Price? Well, while nothing's official at the time of writing, we're sure that we've spotted the mustachioed SAS member taking out an armed guard in the latest trailer. But what's more baffling is that the guard appears to be wearing the badge of coalition spec ops group Task Force 141. Has Makarov rallied allied troops or private military contractors to lead a coup on the US government? Far-fetched perhaps, but given the circumstances, certainly a possible scenario. A burning America, we feel, may be just one of many shocks, twists and brain-melting surprises on the cards for MW2's campaign.

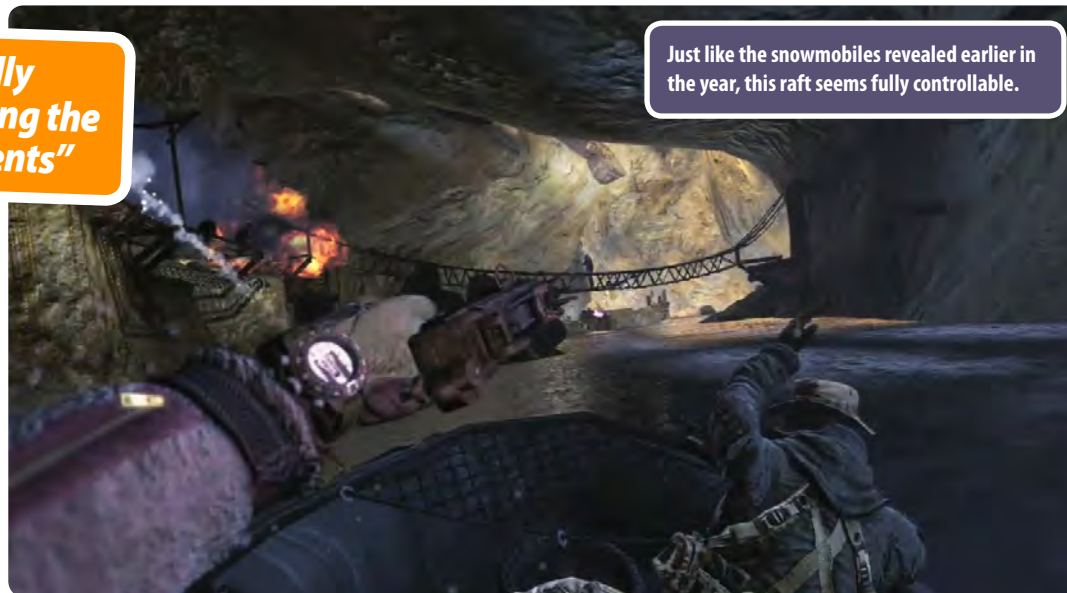
Which is commendable, really. It would be fairly easy – and admittedly, fairly expected of Activision – to simply ride on the wave of the brand's success, turning out a poorly conceived sequel just in time for Christmas. But instead, they look

"MW2 seems wholly deserving of duplicating the original's achievements"

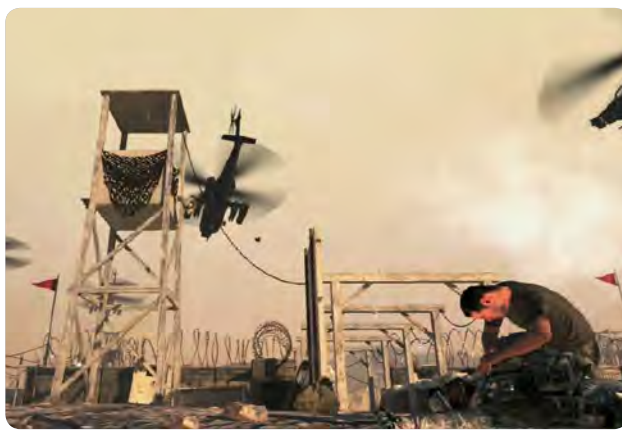
to have done the polar opposite, listening to critical feedback of the first (wave goodbye to endlessly respawning enemies), adding in a stellar (and easily expandable) co-operative mode and packaging it up with what will likely be the best multiplayer game you've ever played; a game that, even at this stage, seems wholly deserving of duplicating the original's achievements.

That Modern Warfare 2 will be the biggest success story of the year is obvious, but that its only competition – the only standard to beat – is that of its predecessor also seems somewhat a mixed blessing. To ask anyone to match, let alone succeed CoD4's reputation seems a task of the highest order, but if anyone can do it, it's Infinity Ward. ●

Just like the snowmobiles revealed earlier in the year, this raft seems fully controllable.



Can anyone say 24 S07E12?



P3Zine
MODERN WARFARE 2

PERCENTAGE COMPLETE

95%

FIRST IMPRESSIONS

95%

The best FPS ever? We'd put money on it

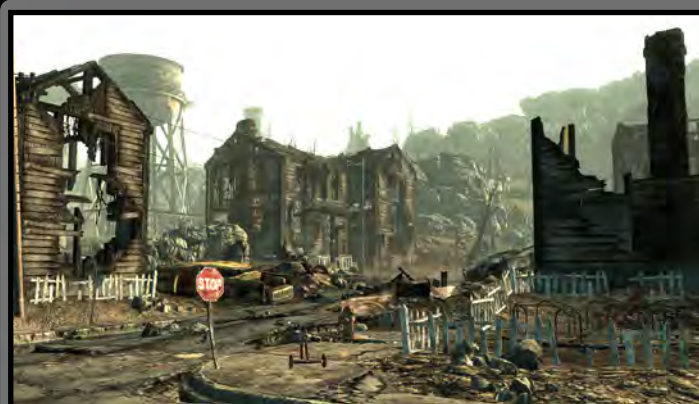


"...Fallout 3 is the ultimate video game."

- Game Critics Awards

Fallout 3

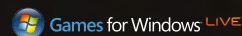
GAME OF THE YEAR EDITION



PLAYBACK OPTIONS: ENHANCED



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Bethesda
SOFTWARE
a ZeniMax Media company

DJ HERO

Publisher: Activision
Developer: FreeStyle Games
Heritage: B-Boy
Link: www.djhero.com
ETA: 30th October

HANDS-ON

DJ Hero

Last night a DJ saved my life...

Yes, it's a hell of a lot of money to shell out for a game – the whole kit will set you back a wallet-busting £110 – but look over the next three pages at that incredibly hefty tracklist and try to say that a game featuring all those mixes plus a rock-solid, beautifully made peripheral isn't worth the not-insignificant outlay. Go on, we dare you.

Still not convinced? Well, that's because you've not played it. We've scratched and faded roughly a third of the mixes DJ Hero has to offer, and by the time our play session was

ready to take on the other two-thirds, despite the painful hand cramps we'd developed over nearly four hours of non-stop play. Even if you think it's not your thing, DJ Hero could well surprise you – it's such a brilliantly constructed piece of digital entertainment that it might just convert you to several musical genres you may never have previously considered listening to.

Jump straight in and it's a bit of a baptism of fire, as you'll struggle to get both hands working independently – one resting constantly on the platter, fingers

"We wanted to keep playing despite the painful hand cramps we'd developed over nearly four hours of non-stop play"

hovering over the three coloured buttons, with the other handling crossfades, picking samples and activating Euphoria (Star Power in all but name). You're far better off easing your way in with the comprehensive tutorials, presented by Grandmaster Flash in a grungy bedsit filled with old vinyl. You're introduced to the three key controls – button-presses, scratching, and the dark art of crossfading – then you're given the chance to combine the three to play a basic mix. The button-pressing is exactly as you'd expect – instead of a vertically

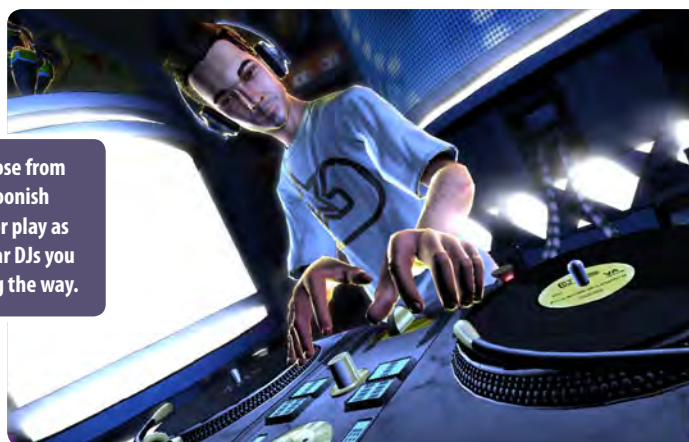
That 93-mix tracklist in full...

- 2Pac – 'All Eyez On Me' vs. The Arambee Pop Orchestra – 'Bittersweet Symphony (Instrumental)'
- 50 Cent – 'Disco Inferno' vs. David Bowie – 'Let's Dance'
- 50 Cent – 'Disco Inferno' vs. InDeep – 'Last Night A DJ Saved My Life'
- Afrika Bambaataa – 'Zulu Nation Throwdown' vs. Freedom Express – 'Get Down'
- Beastie Boys – 'Here's A Little Somethin' For Ya' vs. DJ Shadow – 'The Number Song (2009 Version)' (Produced and mixed by DJ Shadow)
- Beastie Boys – 'Intergalactic' vs. Blondie – 'Rapture'
- Beastie Boys – 'Lee Majors Come Again' vs. Daft Punk – 'Da Funk' (Produced and mixed by Cut Chemist)
- Beck – 'Where It's At' vs. DJ Shadow – 'Six Days (Remix ft. Mos Def)'
- Bell Biv DeVoe – 'Poison' Beat Juggle
- Bell Biv DeVoe – 'Poison' vs. Beastie Boys – 'Intergalactic' (Produced and mixed by DJ AM)
- Bell Biv DeVoe – 'Poison' vs. Cameo – 'Word Up!'
- Benny Benassi – 'Satisfaction' vs. Tiësto – 'Elements Of Life'
- Billy Squier – 'The Big Beat' vs. N.E.R.D. – 'Lapdance' (DJ-Guitar mix)
- Black Eyed Peas – 'Boom Boom Pow' vs. Benny Benassi – 'Satisfaction'
- Bobby 'Blue' Bland – 'Ain't No Love In The Heart Of The City' vs. 2Pac – 'How Do You Want It'
- Bobby 'Blue' Bland – 'Ain't No Love In The Heart Of The City' vs. Connie Price & The Keystones – 'Fuzz And Them'
- Boogie Down Productions – 'Jack Of Spades' vs. David Bowie – 'Let's Dance' (Produced and mixed by DJ Shadow)
- Chuck Brown & The Soul Searchers – 'Bustin' Loose' vs. The Zombies – 'Time Of The Season' (Produced and mixed by DJ Shadow)
- Chuck Brown & The Soul Searchers – 'Bustin' Loose' vs. Young MC – 'Bust A Move'
- Common – 'Universal Mind Control (U.M.C.)' vs. Masta Ace – 'Jeep A** Gutter (Aaron LaCrate & Debonair Samir RMX)' (Produced and mixed by The Scratch Perverts)
- Cypress Hill – 'Insane In The Brain' vs. Classics IV – 'Spooky'
- Cypress Hill – 'Insane In The Brain' vs. David Axelrod – 'The Edge'
- Daft Punk – 'Around The World' vs. Young MC – 'Bust A Move'
- Daft Punk – 'Da Funk' vs. N.A.S.A. – 'Strange Enough ft. Karen O, ODB & Fatlip'
- Daft Punk – 'Megamix 1'
- Daft Punk – 'Megamix 2'
- Daft Punk – 'Robot Rock' vs. Hashim – 'Al Naafish (The Soul)' (Produced and mixed by The Scratch Perverts)
- Daft Punk – 'Robot Rock' vs. Queen – 'We Will Rock You'
- Daft Punk – 'Short Circuit' vs. Boogie Down Productions – 'Jack Of Spades'
- Daft Punk – 'Technologic' vs. Gary Numan – 'Cars'

**PREVIEW
FEEDBACK!**
 Click here to
 tell us what
 you think of
 DJ Hero



You can choose from
 several cartoonish
 DJ avatars, or play as
 any superstar DJs you
 unlock along the way.



> DJ Hero continued

scrolling highway of notes, you've got a piece of curved black vinyl with three lanes, corresponding to the positions of the buttons on the large platter on the right-hand side (though you can switch it over if you're a lefty) of the peripheral. The green and blue buttons represent the two records you're mixing, while the slightly smaller red one in the middle triggers one from a bank of samples you've chosen before each set. Simple enough.

Scratching requires a bit more thought, as you have to press a button and move the platter forward or backwards for the length of a highlighted section. On the lower difficulties, it doesn't matter which way you scratch, but once you step up to Hard or Expert, you'll need to move it either up or down



when the arrows hit the bottom of the screen. Then you've got your Euphoria button, positioned above the crossfader – play a string of glowing notes and scratches perfectly, and you'll increase your Euphoria meter. Press the button and you'll earn double the points, just as you would with Star Power on Guitar Hero. Lastly, there's a dial which adds effects during sections marked with a thin orange dial above the lanes,

or chooses from the samples you want to add to freestyle during certain sections of the red lane where you're not playing samples already pre-selected for that particular track.

It all sounds quite complicated, and indeed there's a slightly steeper learning curve than with Guitar Hero – eventually it will click, and you'll be moving your hands independently. Keep the maximum multiplier going for long enough, and you can even spin the decks backwards to activate a Rewind, giving you the chance to earn bonus points for repeating the section you just nailed. And to get the very best scores you'll need to do that – sometimes it can be the difference between a four- and five-star performance.

We do have a few slight qualms about Rewind, and that's that it will often take you to a point in the mix where the crossfader's in the wrong place, instantly losing you your multiplier. Indeed, in regular play it's not always instantly clear

continued...

- Daft Punk – 'Television Rules the Nation' vs. No Doubt – 'Hella Good'
- David Axelrod – 'The Edge' vs. Eric B. & Rakim – 'Eric B. Is President'
- Dizzee Rascal – 'Fix Up, Look Sharp' vs. DJ Shadow – 'Organ Donor (Extended Overhaul)'
- Dizzee Rascal – 'Fix Up, Look Sharp' vs. Justice – 'Genesis'
- DJ Shadow – 'Six Days (Remix ft. Mos Def)' vs. D-Code – 'Annie's Horn'
- Eminem – 'My Name Is' vs. Beck – 'Loser'
- Fedde Le Grand – 'Put Your Hands Up For Detroit' vs. Sandy Rivera and David Penn – 'I Can't Stop (David Penn Remix)'
- Foo Fighters – 'Monkey Wrench' vs. Beastie Boys – 'Sabotage' (DJ-Guitar mix)
- Foreigner – 'Juke Box Hero' vs. DJ Z-Trip ft. Murs – 'DJ Hero' (Produced and mixed by DJ Z-Trip)
- Foreigner – 'Juke Box Hero' vs. DJ Z-Trip ft. Murs – 'DJ Hero' (DJ-Guitar mix, produced and mixed by DJ Z-Trip)
- Gang Starr – 'Just To Get A Rep' vs. Mobb Deep – 'Shook Ones, Pt 2' (Produced and mixed by J. Period)
- Gorillaz – 'Feel Good Inc.' vs. Blondie – 'Atomic'
- Grandmaster Flash's – 'Boom' vs. 'Tap' (Produced and mixed by Grandmaster Flash)
- Grandmaster Flash, DJ Kool, DJ Demo – 'Here Comes My DJ' vs. Gary Numan – 'Cars' (Produced and mixed by Grandmaster Flash)
- Gwen Stefani – 'Hollaback Girl' vs. Gorillaz – 'Feel Good Inc.'
- Gwen Stefani – 'Hollaback Girl' vs. InDeep – 'Last Night A DJ Saved My Life'
- Gwen Stefani – 'Hollaback Girl' vs. Rick James – 'Give It To Me'
- Herbie Hancock – 'Rockit' vs. Beat Juggle
- Herbie Hancock – 'Rockit' vs. N.E.R.D. – 'Lapdance'
- InDeep – 'Last Night A DJ Saved My Life' vs. Cameo – 'Word Up!'
- Jackson 5 – 'I Want You Back' vs. Gang Starr – 'Just To Get A Rep'
- Jackson 5 – 'I Want You Back' vs. Third Eye Blind – 'Semi-Charmed Life' (DJ-Guitar mix)
- Jackson 5 – 'I Want You Back' vs. Third Eye Blind – 'Semi-Charmed Life'
- JAY-Z feat. Pharrell – 'Change Clothes' vs. 2Pac – 'All Eyez on Me'
- JAY-Z – 'Izzo (H.O.V.A.)' vs. Eminem – 'My Name Is'
- JAY-Z – 'Izzo (H.O.V.A.)' vs. Jackson 5 – 'I Want You Back'
- JAY-Z – 'Excuse Me Miss' vs. Rick James – 'Give It To Me'
- Jean Knight – 'Mr. Big Stuff' vs. Masta Ace – 'Born To Roll'
- Jurassic 5 – 'Jayou' vs. Billy Squier – 'The Big Beat'
- Jurassic 5 – 'Jayou' vs. Herbie Hancock – 'Rockit'
- Kid Cudi – 'Day 'N' Nite' vs. Black Eyed Peas – 'Boom Boom Pow'
- Kool Moe Dee – 'How Ya Like Me Now' vs. Reel 2 Real featuring The Mad Stuntman – 'I Like To Move It'

The DJ-Guitar mixes offer a truly unique multiplayer experience. For anyone with a spare GH controller, they're a must.



continued...

- Little Richard – 'Tutti Frutti' vs. Shlomo – 'Beats' (Produced and mixed by DJ Yoda)
- M.I.A. – 'Paper Planes' vs. Eric B. & Rakim – 'Eric B. Is President' (Produced and mixed by The Scratch Perverts)
- M.I.A. – 'Paper Planes' vs. Wale – 'Lookin' At Me'
- Marvin Gaye – 'I Heard It Through The Grapevine' vs. David Bowie – 'Let's Dance'
- Marvin Gaye – 'I Heard It Through The Grapevine' vs. Gorillaz – 'Feel Good Inc.'
- Motörhead – 'Ace Of Spades' vs. Noisia – 'Groundhog' (DJ-Guitar mix)
- N.A.S.A. – 'Strange Enough ft. Karen O, ODB & Fatlip' vs. Isaac Hayes – 'Theme From Shaft'
- Noisia – 'Groundhog' Beat Juggle (Produced and mixed by The Scratch Perverts)
- Paul van Dyk – 'Nothing But You' vs. Sandy Rivera and David Penn – 'I Can't Stop' (David Penn Remix)
- Public Enemy – 'Shut 'Em Down' vs. Beck – 'Where It's At'
- Public Enemy ft. Zakk Wylde – 'Bring The Noise 20XX' vs. Justice – 'Genesis'
- Public Enemy featuring Zakk Wylde – 'Bring The Noise 20XX' (DJ-Guitar mix)
- Q-Tip – 'Good Thang' vs. Billy Squier – 'The Big Beat'
- Queen – 'Another One Bites The Dust' vs. Beastie Boys – 'Brass Monkey' (Produced and mixed by DJ Z-Trip)
- Queen – 'Another One Bites The Dust' vs. Daft Punk – 'Da Funk'
- Rihanna – 'Disturbia' vs. Kid Sister – 'Control'
- Rihanna – 'Disturbia' vs. The Killers – 'Somebody Told Me' (DJ-Guitar mix)
- Rihanna – 'Disturbia' vs. The Trammps – 'Disco Inferno'
- Shlomo – 'Beats' vs. Billy Squier – 'The Big Beat'
- Street Sweeper Social Club – 'Fight! Smash! Win!' vs. Beastie Boys – 'Intergalactic' (DJ-Guitar mix)
- Tears For Fears – 'Shout' vs. DJ Shadow – 'Six Days' (Remix ft. Mos Def) Oh-uo
- Tears For Fears – 'Shout' vs. Eric B. & Rakim – 'Eric B. Is President'
- Tears For Fears – 'Shout' vs. Eric Prydz – 'Pjanoo'
- The Aranbée Pop Orchestra – 'Bittersweet Symphony (Instrumental)' vs. LL Cool J – 'Rock The Bells' (Produced and mixed by DJ Jazzy Jeff)
- The Scratch Perverts Beats and Pieces
- The Killers – 'Somebody Told Me' vs. Eric Prydz – 'Pjanoo'
- Vanilla Ice – 'Ice Ice Baby' vs. MC Hammer – 'U Can't Touch This'
- Vanilla Ice – 'Ice Ice Baby' vs. Paula Abdul – 'Straight Up'
- Wale – 'Lookin' At Me' vs. Black Eyed Peas ft. Tippi Irie – 'Hey Mama'
- Weezer – 'Beverly Hills' vs. Evidence, The Alchemist, Aceyalone, Rakaa & 88 Keys – 'Fresh Rhymes And Videotape' (DJ-Guitar mix)
- Wild Cherry – 'Play That Funky Music' vs. Gang Starr – 'Just To Get A Rep'

> DJ Hero continued

where the needle's at – mess up a complex section of back-and-forth crossfades can end up losing your way for a good few seconds. That's a problem that will probably dissipate with experience, but it does seem marginally less clear than Guitar Hero's scrolling display.

Grinning like simpletons

But we're quibbling, because what we played of DJ Hero had us grinning like simpletons. Quite simply, the vast majority of mixes we experienced – and looking at the list we've missed plenty of potential corkers – were brilliant. Even those we weren't particularly expecting great things of – Tears For Fears' Shout with Eric Prydz's Pjanoo – sounded fantastic together. But it's the satisfaction of pulling off a five-star mix that makes playing Hero even more compelling than just listening to how well these tunes are blended. Nail a tricky section which sees you simultaneously scratching and fading this way and that while hitting samples in-between, can yield a euphoric high equal to the mastering of a frenzied solo in Guitar Hero. It helps that it just *feels* right – the buttons are just the right size and ultra-responsive, while the crossfader has a sticking point in the middle so you don't have to look down to make sure it's playing both tracks at once. You can simply feel it clunk into place under your fingers, so you've got tactile feedback to give you

confidence to make the switch while keeping your eyes on the screen.

There's a wealth of unlockables, though most are simple cosmetic changes – celebrity DJs like Grandmaster Flash and Daft Punk can represent you behind the decks, and you can customise your kit, or even try out new sets of 'cans'. Such is the concentration required, however, you're even less likely to notice the action outside the highway than in Guitar Hero.

By now it's probably becoming clear to you that we're big fans of DJ

Hero, and you'd be right. We know full well that the price looks steep, and it represents a substantial outlay for a brand new IP. Think of it as an investment, as from everything we've been told by the developers so far, there are plenty of mixes waiting in the wings as DLC. And when the inevitable DJ Hero 2 rolls around, you'll already have the decks and won't need to spend the same again. Not forgetting, of course, that you're getting one of the most exciting and downright *fun* games of 2009 into the bargain. Go on, treat yourself. ●



Rapid-fire crossfades are seriously tricky at first. Just wait until you hit the 'spikes'...

P3Zine
DJ HERO

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



The next big music game? DJ Hero certainly deserves to be

"It's the funniest game that we've
seen in a very long time"

PLAYLOGIC

"fairytale fights is ghoulish,
gory and fun"



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PLAYBACK OPTIONS: ENHANCED



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UNDER THE HOOD

Stealing our hearts... Producer Sebastien Puel talks ACII

Anyone else have that overwhelming sense of déjà vu? Yes, it's almost time for another clash of the titans as Assassin's Creed returns to do battle with Modern Warfare once again this November. Last time around AC managed to grab the top spot immediately, going on to sell well over nine million copies. But with MW2 launching only 10 days before it, AC's chart

supremacy isn't such a guarantee. We chatted with Assassin's Creed II Producer Sebastien Puel as he tells us what to expect from his sequel.

Did the success of the original Assassin's Creed come as a surprise to you?

The team worked for four years on the first Assassin's Creed and their mandate was to create *the* action/adventure game that redefined

next gen. Assassin's Creed was an astonishing experience. I believe it brought entirely new elements to the industry, allowing players to fluidly navigate an urban environment while enjoying breathtaking views and full freedom of control. And beyond gameplay innovations in the area of free-running and crowd, the team also pushed for innovation

in storytelling. Assassin's Creed was the first game to immerse players in a believable and mature experience that was inspired by historical events.

You've been keen to stress that you've listened to criticism and expanded on the game's mission structure for the sequel, but what other areas

Ezio Auditore de Firenze, the lead character in Assassin's Creed II

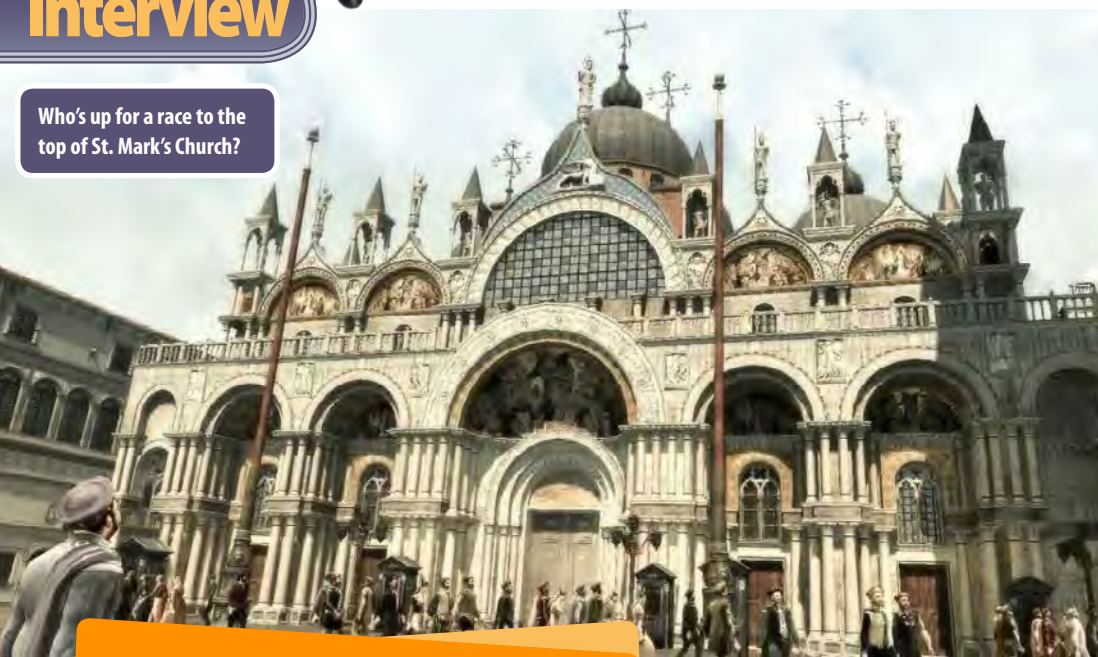


Stunning vistas make Venice come to life.



He's no longer restricted to hay bales, as our hero can now hide under water.

Who's up for a race to the top of St. Mark's Church?



"We want Assassin's Creed II to be unpredictable and have the player wonder what's next"

> Interview continued

have been improved due to critical and player feedback?

Of course we will keep on improving on the elements that define our game plus build on the original concept, adding more value to the game such as even more gorgeous city landscapes, more animations, a new and even

more exciting historical setting, more ways to interact with the crowd... Our main focus is to bring diversity and depth to the gameplay – more variety in missions and objectives, more weapons, more areas to explore (secret locations), more depth to the animus and its use in the game, more diverse assassinations and a deep character progression. These will make the experience evolve throughout the game.

Ezio will have a whole new set of skills in different fields – to navigate the world, to stay out of sight, to fight and to assassinate. The free-running in the cities is more fun and fluid than ever, and he will also have the possibility to blend into any group of citizens in the crowd, making the navigation

all the more fun and believable. He will also have many new skills concerning the fighting system – without naming all the new possible moves, he can master a great amount of new weapons: long pikes, axes and war hammers to name just a few. As those are heavy weapons, Ezio won't have to carry them all the time, as he will now be able to disarm his enemies and use their weapons against them. Each and every one of those weapons has its own set of animations, so you're going to be up for some really cool fighting moves playing Assassin's Creed II.

As a matter of fact, we really want Assassin's Creed II to be unpredictable and have the player wonder after each main assassination: 'and now, what do I have to do next!?'>

You've added a number of new elements to ACII. Is it difficult to find the right balance between ensuring that the game is varied without overcomplicating it?

In Assassin's Creed II, we wanted to find the perfect mix between story and gameplay progression. As the player becomes an assassin, he will meet various characters and learn new skills, get new weapons, learn to act in a crowd – blend, steal etc... The story and character progression was really important, and players will get to discover the vast world and all the elements that compose it at a pace that is much more organic. Also, it was important for us that players see all the possibilities and moves the game has to offer. For example, the secret locations were



Ah, moonlit death.



Catch targets by surprise by leaping off adjacent buildings.



Da Vinci's Flying Machine will let you soar through Italy and soak up the sights.

"It was important for us to have the player keep learning new stuff as he plays Ezio over 30 years of his life."

> Interview continued

created having in mind to push the player to make the best of *all* the character's skills. In those locations and also in various other missions, we put players in certain situations that push them to think of new ways to free-run or how to use certain types of weapons.

You're placing much more emphasis on character progression and rewarding the player for their actions. Do you think that constant unlocks and rewards are key to keeping a player's interest, rather than a deep and engaging narrative?

If your character isn't evolving and you stop wondering 'what's the next toy I'm going to get?' then the game will become stale. As mentioned in the previous

question, our character learns to become an assassin and he starts trying out new moves, new blends of tricks and new weapons. As the player plays the game, he might buy new armor, discover a new hidden blade upgrade or an entrance to a secret location etc. Character progression/storyline and rewarding the player can be tied up together really well in a way that it feels natural. In a man's life, constant learning is important and it was important for us to have the player keep learning new stuff as he plays Ezio over 30 years of his life.

How much have you developed the parkour elements of the first game? Will Ezio control very similarly to Altair, or does he have an expanded move set for manoeuvring around the city?

Venice and Florence are quite

different than Jerusalem or Damascus. Venice has higher buildings, so this was somehow an important element we had to consider when developing Assassin's Creed II. It would take more time for our character to climb buildings. This and other elements made us consider that our main character could have even better free-running skills and could be more quick and fluid than his predecessor, Altair. Therefore, Ezio can climb buildings faster and reacts quickly in various situations. Also, Ezio has a lot of new moves, weapons, tools, armors and crowd factions at his disposal that adds a lot to the entire experience.

Can you tell us exactly how the notoriety system works?



The notoriety system monitors your actions. The more 'commotion' you cause in the city (such as killing innocents, stealing people, etc.), the more notorious you become – people will become more aware of your actions and the authorities will search for you. If you are notorious, you have a much higher chance



> Interview continued

of being seen by patrolling guards, even if you're trying to blend your way through. There are various ways that you can decrease your level of notoriety and return to an anonymous state: assassinate witnesses, bribe a Herald or get rid of any warrant posters that you come across with your face on them.

Is there any significance to the day/night cycle besides making the game look even prettier? Does it impact the gameplay in any meaningful way?

The day/night cycle is one of our most important visual features and it will, of course, influence gameplay. During the night, there will be less crowds in the streets and therefore less chance to blend into groups of people to avoid being spotted by

guards. So players will have to be twice as careful to stay undetected by guards. Also, the night and day cycle adds a lot to the ambiance of the entire game and makes the world more alive and vibrant.

Furthermore, it adds a lot to the general setting of missions and helps to give a sense of progression and time to the events that are happening in the game. For example, two consecutive missions might get the player to clear out guards in various key places during the day to prepare bonfires before lighting them, and the following night use the flying machine and the hot air the lit bonfires provide to infiltrate an impenetrable fortress.

You've talked before about the random NPCs. How do you stop them becoming an annoyance during play sessions when you just want to get on with playing a mission?



You can purchase new armour and weapons at one of ACII's many shops.

The city life – as we like to call it – is made up from randomly occurring acts that happen in the city and not at a precise moment. You might get pickpocketed at some point, and it's the player's decision to decide if he wants to get his money back. Aware players will be able to avoid being pickpocketed if they are quick enough. This is entirely optional. Other randomly occurring acts are really up to the player's choice to accomplish to if they want to raise their own wealth. If you see a Borgia Messenger, you might want to chase him for a reward.

Having Desmond break out of Abstergo at the start of the game seems like quite a brave thing to do, and for the first time in the series features an action sequence held in the present. Can you tell us if there will be any other similar action sequences that take place in the present time?

Ah, you'll have to play the game to find that out for yourself!



Escape through the countryside on this chariot.



"We are always trying to push our engine to make it better and better"

> Interview continued

How are the present sections of the sequel different this time around?

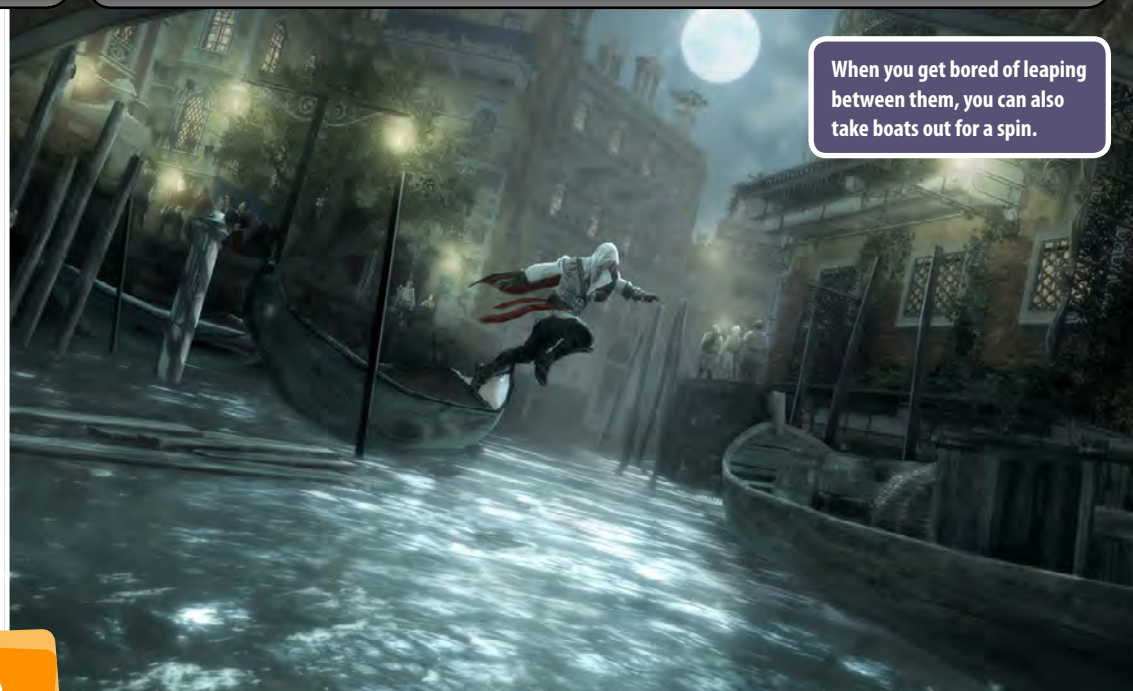
This time around, the sections occurring in the present will be more action-packed... and are yours to discover soon!

Technology wise, what have you done with Assassin's Creed II that you wouldn't have been able to do with the original?

Well, our pipeline was already solid and allowed us to create rich and considerably large environments

– which are one of the franchise's strengths – so we decided to keep it. What I'm particularly proud of is the new game architecture allowing much more diverse gameplay and missions in our engine. We also have enhanced NPC navigation showcasing parkour-like acrobatics that will spice up the chases and escape missions in the game.

Now for the visuals. The Assassin's Creed game engine (Anvil) got some awesome new technical features that let us create a world with an even better visual treatment. We have many new technicalities



we added in the engine that affect the graphics in the game and improve the overall visual treatment, including a night and day cycle, new load distance for more

detailed open-world environment from greater distances, the same internal vegetation technology used in Far Cry 2, several rendering improvements to support improved lighting, reflection and more special effects and a new cloth system used extensively for characters.

Beyond the technical achievements, the very location we chose allowed us to make a visually outstanding game. Cities like Florence and Venice are among the most stunning landscapes in the world, and all the technology we developed just served this purpose;

made you feel this beauty. We are not only recreating the architecture but also everything that makes Italy so unique during the 15th century – from the special lighting of Venice to the colorful carnival disguises. Every minor detail was important for the artists and they are very excited for players to get their hands on the game and explore such a stunning city.

Is there still more to come from the Anvil engine?

We are always trying to push our engine to make it better and better but we are also always [looking for] new ways to take advantage of what we've already built within it. Here at Ubisoft, it is important to share the knowledge in-between each project. ●

ASSASSIN'S
CREED II

Publisher: Ubisoft

Developer:

Ubisoft Montreal

Heritage: Assassin's Creed

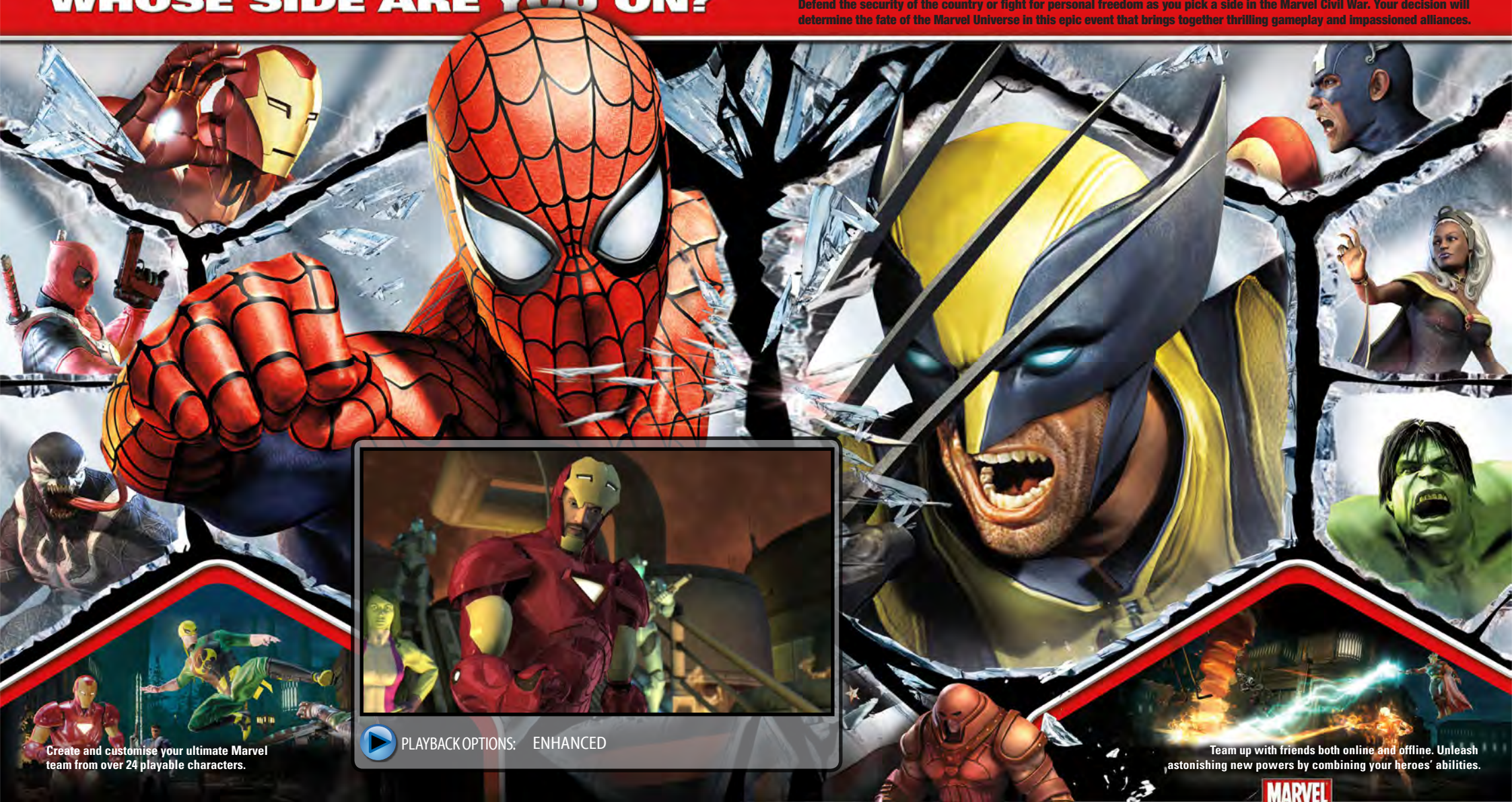
Link: <http://assassinscreed.uk.ubi.com>

ETA: 20th November

WHOSE SIDE ARE YOU ON?

THE LARGEST ARMY OF SUPER HEROES IS BACK!

Defend the security of the country or fight for personal freedom as you pick a side in the Marvel Civil War. Your decision will determine the fate of the Marvel Universe in this epic event that brings together thrilling gameplay and impassioned alliances.



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PLAYBACK OPTIONS: ENHANCED

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Brütal Legend

Tim Schafer proves that you can't kill the metal

Publisher: EA
Developer:
 Double Fine Productions
Heritage: Psychonauts
Link: www.brutallegend.com
OUT NOW

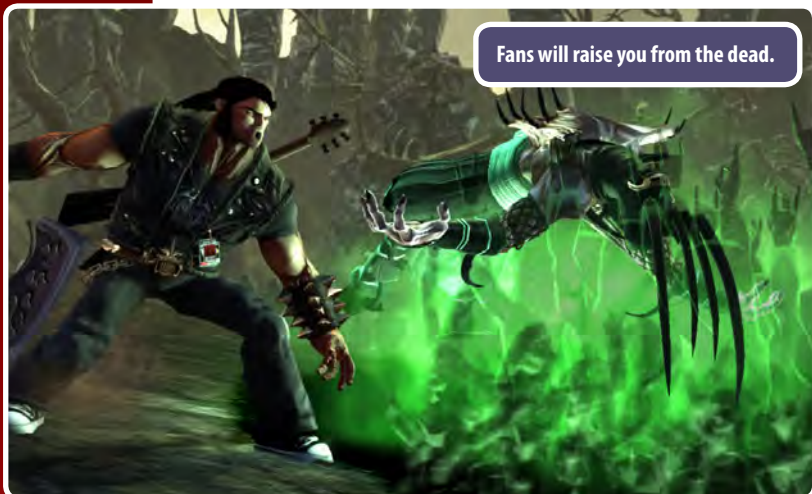
As much as the medium has progressed technologically over recent years, there are still disappointingly few videogames that can provoke an emotional response – be it laughter, tears, or a combination of the two. But Brütal Legend is one of the few that positively bucks that trend, because sacrificing emotion at the hand of gameplay wouldn't be very heavy metal, would it?

Of course, Brütal Legend playing host to an amusing script was

always guaranteed given Tim Schafer's history, who manages to mix dark humour and wit with solemn undertones, as he tells the story of a lost land fighting for its freedom from the clutches of omnipotent overlords. The role of Eddie Riggs, too – a roadie who finds himself transported back through time to a fantastical Age of Metal – is a perfect match for Jack Black who effortlessly carries the game, perfectly delivering laugh-out-loud one-liners and an onslaught of

memorable lines. Indeed, Eddie's one-word reaction to seeing off the end boss is so rip-roaringly funny and perfectly delivered that it instantly compensates for the trudge that immediately precedes it. If ever there was an award for best voiceacting and script, Black and Schafer would surely walk away with them both confidently.

But it's this confidence in the storytelling that is ultimately the highlight of Brütal Legend, and (begrudgingly) the game shares



Fans will raise you from the dead.



Each unit has its own unique Double Team move which Eddie can use.

TENACIOUS EDDIE

How Brütal Legend fuses music with gaming to deliver a unique experience



Going solo

Start turn

Sound check

Going solo

Whether it's inspiring your units with a Battle Cry, melting faces with the Face Melter or raising relics with the, erm, Relic Raiser, Eddie can pull off a variety of guitar solos to fit a multitude of scenarios.



Pull off pyrotechnics with Clementine, your trusty Flying V guitar.

This boss battle mixes it up a little, but it's still just a case of hitting it in its weak spot.



"Eddie takes out – and gradually befriends – a variety of foes with his axe and guitar"

> Brütal Legend continued

a similar fate to that of Schafer's previous title, Psychonauts, where the concept, artwork and narrative end up being far more engaging – and entertaining – than the gameplay itself. Brütal starts off as an open-world hack 'n' slash, which proves entertaining enough at first

as Eddie takes out – and gradually befriends – a variety of foes with his axe and guitar, ranging from hooded demons, hot 'razor girls', fire-breathing beasts and panthers with lasers for eyes. The combat system has a fair amount of depth (and humour too – who daren't raise a smile at the face-

melting guitar solo?) with new combos and weapon upgrades purchased from the Guardian of Metal – himself voiced fantastically well by Ozzy Osbourne. But the game's structure quickly falls into open-world convention. Although

given a fantasy twist, missions don't sway too far from that expected of the genre, predominantly relying around driving from A-B, collecting items or defending particular objects/territory. There are some standout moments – a high-speed escape through a crumbling palace set to the sound of DragonForce's Through The Fire And Flames being one, and witnessing unlikely love rats Eddie and Ophelia nonchalantly slaying demons while skipping

FREEZE FRAME

Taking you through the game, one step at a time



10 MINUTES
Is Eddie... dead? Of course not. Just transported into the Age of Metal.



30 MINUTES
"It's always been about you and me, baby." Get to grips with your Hot Rod.



2 HOURS
Prepare yourself for a showdown with Rob Halford's Lionwhyte.



4 HOURS
Get your thinking cap on, it's time for a more tactical approach.



7 HOURS
With the game finished it's time to go back and wrap up those collectibles.



Protect your stage at all costs.



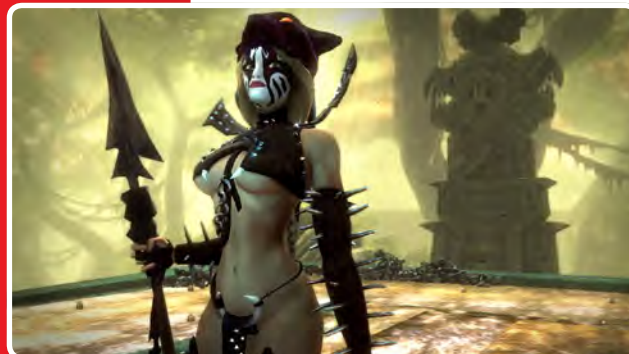


Combat is extremely brutal, with limbs flying off in all directions.

> Brutal Legend continued

hand in hand through a field of flowers, another, but Schafer's Burton-esque qualities and inspired environments can only hold intrigue for so long before boredom sets in.

Which, given its response, Double Fine must also recognise. Following the introduction of Eddie's ability to sprout wings midway through the game (itself merely acting as a substitute for a cursor, and a tool used to quickly get and forth across the battlefield) the game shifts into



Eddie's past hides a big secret.

something more indicative of a real-time strategy, commanding units to march into battle and take control of currency-producing Fan Geysers. Here, you're given access to a wide variety of well-balanced units to do your dirty work, from the melee-focused headbangers and ranged razor girls, to the powerful but sluggish Rock Crusher. Eddie's still able to join in the fight during these moments, though the unlimited respawns removes some element of challenge. Indeed, the only way to fail is by having your stage destroyed by your opponent – something that didn't happen to us throughout the entire game. Regardless, they're entertaining, if slightly drawn out, and despite the controls taking a fair bit of getting used to, offer a refreshing approach

at a time when it's needed most. These sections also form the game's multiplayer, offering up a variety of maps with which to battle online against friends, or offline against the AI. And even when you are finished with the story, there's still plenty to keep you going within the game world, with a variety of different collectibles to find, side-quests to complete and guitar solos to shred.

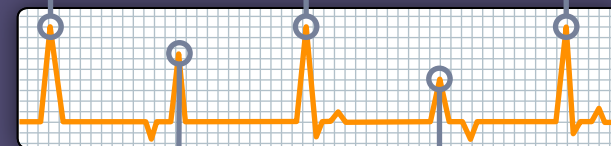
Brutal Legend isn't Schafer's best game – far from it, in fact. But it is what it is, a homage to music and a wild and unpredictable glimpse into the mind of a hardcore metal fan. Forgive it its repetitive nature and occasional flaws and you'll find a hilarious fantasy adventure set to the finest soundtrack seen thus far, and the funniest game you'll play this year. ●

PULSOMETER *Signs of life*

Shredding out with Clementine

Enter: Doviculus

Now that's metal!



We wish all spiders spun bass strings

Getting bored of these battles now

"A wild and unpredictable glimpse into the mind of a hardcore metal fan"



P3Zine
Verdict

The funniest game you'll play this year

- + Laugh out loud script
- + Inspired environments
- Repetitive nature is off-putting

88%



XBOX
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game studios

FORZA.XBOX.COM



PLAYBACK OPTIONS: ENHANCED

THIS IS NOT JUST ABOUT POINT A *to* POINT B THIS IS FOR ALL THINGS 4-WHEELED *and* FAST

IT'S FOR THE RACERS *and* DRIFTERS THE PAINTERS *and* THE DREAMERS

BECAUSE THIS IS MORE *than* PIXELS AND POLYGONS THIS IS ALUMINIUM AND CARBON FIBRE

THIS IS NOT A SIMULATION

IT'S AN *invitation.*



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AVAILABLE 23.10.09

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Jump in.

XBOX 360



Uncharted 2: Among Thieves



Is Drake fortunate enough to score two hits in a row?

It's incredibly difficult to display your enthusiasm for a title like Uncharted 2 without coming across as being full of hyperbole. Such is the nature of the industry (and human nature as a whole), any game that achieves an overwhelming critical response – and *particularly* one that's platform-exclusive, too – is likely to attract the wrath of many a gamer post-release, as a select few accuse overly enamoured reviewers

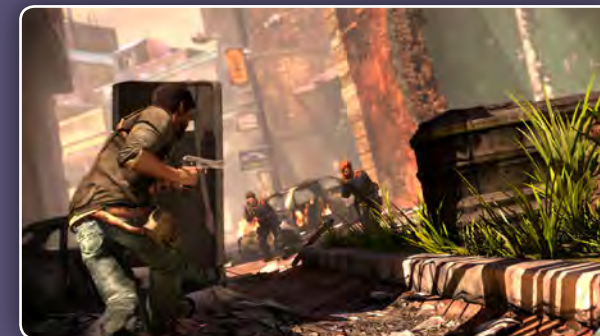
as simply being suckered into the hype. In some cases, that backlash may well be accepted. Was GTA IV genuinely worthy of some of the titles of which it was graced? In hindsight, possibly not. But *Among Thieves* is. It's a game genuinely deserving of the highest possible praise; a game that expands wholeheartedly on the original's worthy, if imperfect framework; a game that seamlessly fuses elements

from multiple genres – shooting, platforming and puzzle solving – into one cohesive whole, and a game that has all the qualities of a five-star action flick – suspense, charm, emotion, exhilaration, a compelling narrative and some award-winning performances from a legion of the best voice actors in the business. It's simply a journey that must be played – nay, experienced by everyone. ➤



THREE-WAY

The three pieces that put together the Among Thieves puzzle



Single
player

Multiplayer

Co-op

Single player

Arguably one of the finest single-player games you'll ever play, *Among Thieves* takes you on a rollercoaster journey across Tibet as you attempt to find the legendary Cintamani Stone before the evil Zoran Lazarevic.





Even when you're zooming down ziplines, there's still time to admire the view.

"You'll be enchanted by the on-screen chemistry between Drake and Elena"

> **Uncharted 2** continued

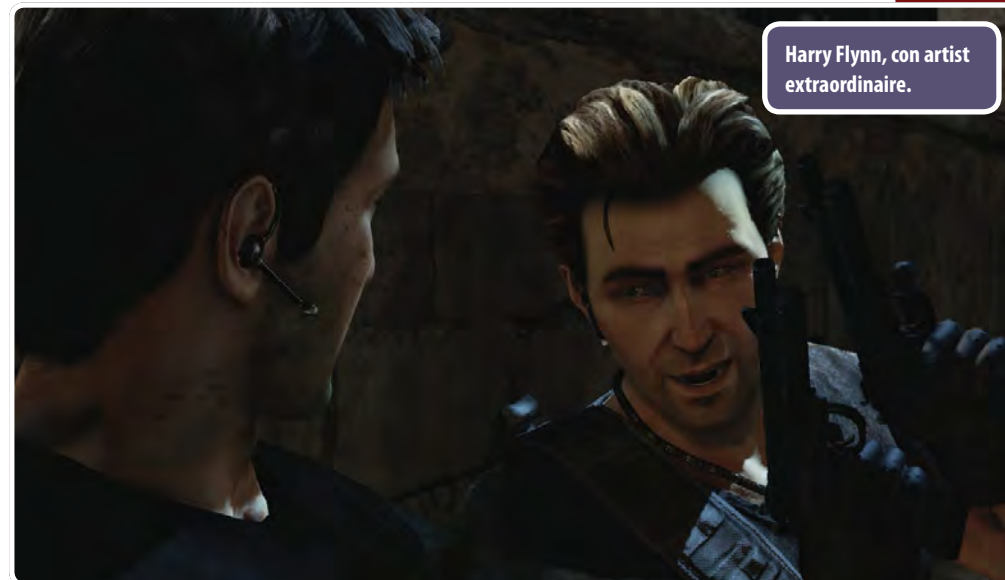
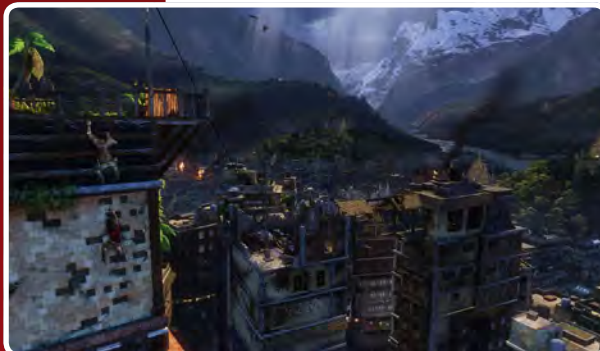
By the end of the 12 hour adventure you'll have experienced laughter, fear, and maybe even shed a few tears. You'll have felt genuine hatred for Zoran Lazarevic, one of the greatest videogame baddies to have ever graced our screens, and formed an emotional bond with a character of whom you know very little about, and one whom you – literally – never understand. You'll

be enchanted by the on-screen chemistry between Drake and Elena – herself now even more of a 'Miss Independent' character than the one displayed in Drake's Fortune. Their relationship in Among Thieves makes every other attempt in the medium look pitiable, as the two bounce one-liners back and forth off each other, form an Ico/Yorda-like bond and gradually come to terms with their love for one another despite the pressure of a rival love-interest. That they're the greatest partnership we've seen since Jak & Daxter – another of Naughty Dog's much-loved creations, lest we forget – is undeniable.

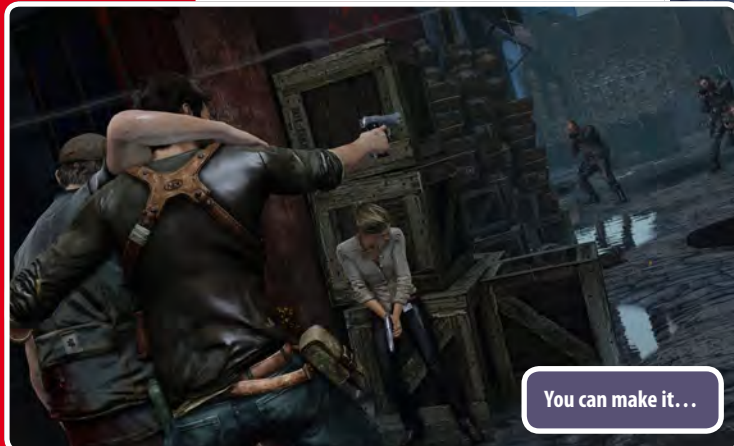
The pacing and direction of Among Thieves, too, is unrivalled, with Naughty Dog displaying their experience and maturity with

incredible method. Where Drake's Fortune would slow things down after a heart-racing fight atop a moving train or a terrifying battle

with a tank by way of throwing in additional puzzles or overly long climbing sections, Among Thieves takes the player on a heartfelt tour through a secluded Tibetan community; the truly photo-realistic view atop a sunny mountain peak heightening the experience tenfold. Just like the countless other scenarios within Among Thieves, it's an amazingly cinematic moment. ➔

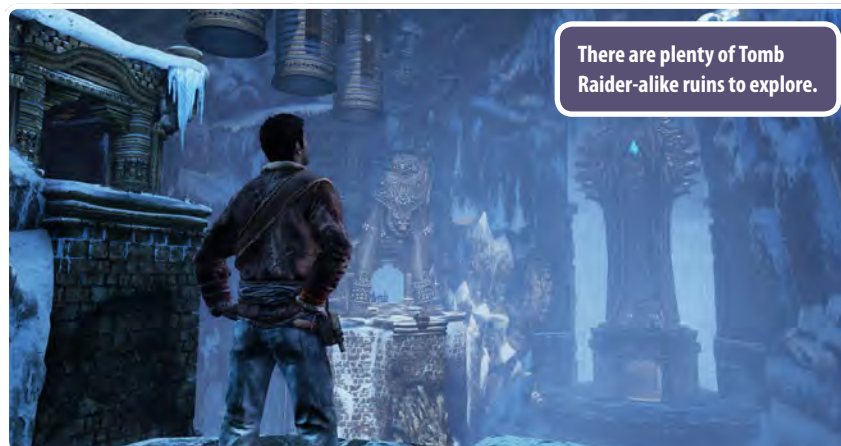


Harry Flynn, con artist extraordinaire.



> Uncharted 2 continued

Indeed, with *Among Thieves*, Naughty Dog has cemented itself as one of, if not *the* leading storytellers in the entertainment industry, and established the amiable Drake as an icon that deserves to be regarded as highly as Solid Snake or, of course, Lara Croft. But as well as that, they've established themselves as one of the

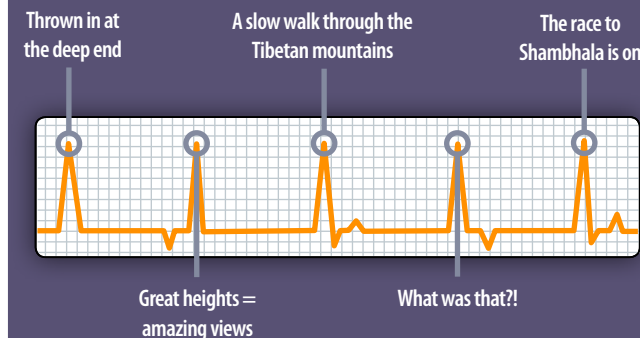


greatest videogame developers of all time. *Among Thieves* may well be a culmination of ideas to come before it, but the level of polish and characterisation is such that it's genuinely difficult to find fault as you run, leap and climb your way around various regions of

Nepal. That *Among Thieves* features a multiplayer component good enough to rival even the industry's best is really just the icing on top of an incredibly sweet cake. A mixture of *Gears of War* and *Call of Duty 4*, it's easily the best multiplayer title we've played on the console so far this year.

That the end credits rolled during only our second sitting is testament to how captivated we were by Drake's adventure from beginning to end, and how enthralled we were by its characters, surroundings and set-pieces. *Among Thieves* is stupendous, a marvellous achievement that sets a new benchmark in both storytelling and technical prowess. We can confidently say that it's the greatest game on PS3 yet, and a single-player experience unlikely to be bettered for a long time to come. ●

PULSOMETER *Signs of life*



"A marvellous achievement that sets a new benchmark in both storytelling and technical prowess"

P3Zine

Verdict

The greatest game on PS3 yet

- + Enchanting story
- + Jaw-dropping visuals
- + A true blockbuster

96%

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Publisher: Activision
Developer: Vicarious Visions
Heritage: Marvel Ultimate Alliance (PSP, Wii)
Link: <http://marvel-ultimatealliance.marvel.com>
OUT NOW

Marvel Ultimate Alliance 2

But who's best – Iron Man or Captain America? There's only one way to find out... FIGHT!

In an issue where we've condemned Star Wars Clone Wars Republic Heroes for lacking in ideas and finesse, it might seem hypocritical to praise a brawler that's arguably even more repetitive. But there's something massively satisfying about Marvel Ultimate Alliance's destructive scrapping. Just about everything you see can be smashed to smithereens, and in a

particularly chaotic battle the screen will be filled with robotic debris, explosions and particle effects. There's something deliriously daft about the crazy spectacle unfolding on the screen in front of you, even if for the most part you'll be doing little more than mashing the attack buttons like a mentalist.

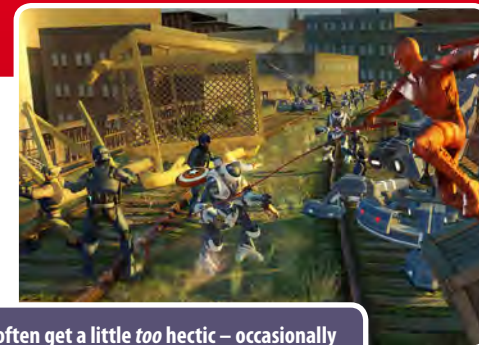
The plot deals with the fallout of the decision by the US Government to force

superheroes to register – on one side, you have the heroes who favour security, on the other those who think liberty's more important.

Disappointingly, it doesn't really have any significant gameplay ramifications, but it adds an interesting aside to the usual save-the-world schtick. And it does mean that you'll see a few different faces in the game's second act depending on which side you choose, so serious Marvel-heads will probably want to play through twice.

The big addition to this sequel is the new Fusion Powers – players build up a Fusion meter by whacking baddies with normal or power attacks, and when filled, can pick an ally for running, targeted and area attacks, their effectiveness enhanced by – yup, you guessed it – more button-mashing. The results are once again explosive (often literally) but it's a shame that many of the combinations are reskins of others. Moreover, the locations don't seem as varied as in the original, while many of the additions to the admittedly sizeable cast list seem to be scraping the bottom of the Marvel character barrel.

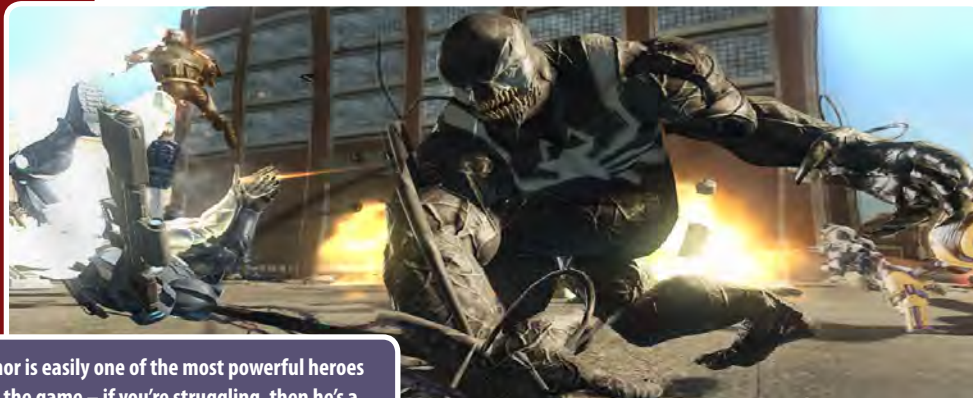
The RPG element has been significantly downscaled (Activision would probably prefer 'streamlined') too. While we were happy to focus on the smashing and bashing, we're sure



The action can often get a little too hectic – occasionally it's hard to keep track of your heroes.

that some of you will be unhappy with the decision, especially given the way it's all but hidden away, tempting you to simply hit the auto-spend button to upgrade without going into the fiddly menus.

So ultimately, this alliance feels like an uneasy one at times. It's a shame, as the core of the game is still as addictive as ever, and it remains one of the guiltiest of multiplayer pleasures you'll find on console. Hopefully Activision can marry this game's polish with the original's slightly deeper stat-building and greater variety for the inevitable MUA3. Until then, this represents something of a missed opportunity. We're sure that fans will find plenty to love, but this isn't quite the game it could (and perhaps should) have been. ●



Thor is easily one of the most powerful heroes in the game – if you're struggling, then he's a good pick to give your team a boost.



**P3Zine
Verdict**

This shallow sequel is still smashing fun

- + Co-op is a cracking laugh
- + Fusion powers look great
- Feels slightly dumbed down

77%



Publisher: Activision
Developer: Krome Studios
Heritage: Star Wars
 The Clone Wars:
 Lightsaber Duels
Link: www.lucasarts.com/games/theclonewars_republicheroes
OUT NOW

Star Wars The Clone Wars: Republic Heroes

Crack open several thousand tinnies, you will

It's been a long while since we played a half-decent Star Wars game, and sadly, it looks like we're going to be waiting a little while longer. Batman: Arkham Asylum proved that licenses needn't be a barrier to inspiration, but Republic Heroes is woefully lacking in any ideas of particular note.

Perhaps its biggest success is the robot-hacking, as you leap atop your clanking foe, jab your lightsaber into its circuitry and then become a Jedi puppeteer, guiding your metal charge into shooting his cohorts, or blasting away an obstacle. And the optional challenges, though simple, add a bit of competitiveness to co-operative play as

you try to blast the most droids or collect the most points within a brief interval.

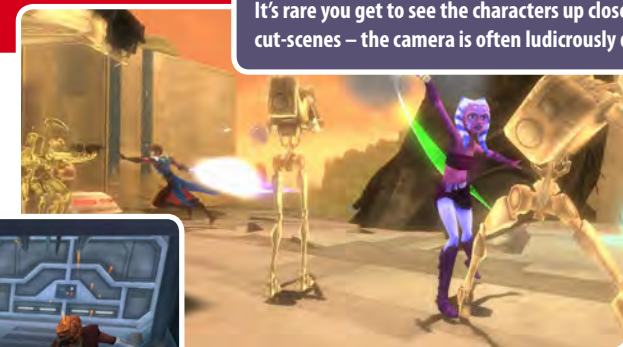
We also like the unlockable masks you can make your avatar wear. The game's far more amusing to play when you can hear Obi Wan's voice coming out of Admiral Ackbar's face, or by plonking a huge Greedo head onto Anakin's broad shoulders. Once you've earned enough credits to unlock a few more moves, you can mix up the combat a little more, with some neat force powers and lightsaber manoeuvres.

Elsewhere, just about everything else seems to have been lifted from the Videogame Encyclopedia Generica, with levels combining repetitive droid-slicing

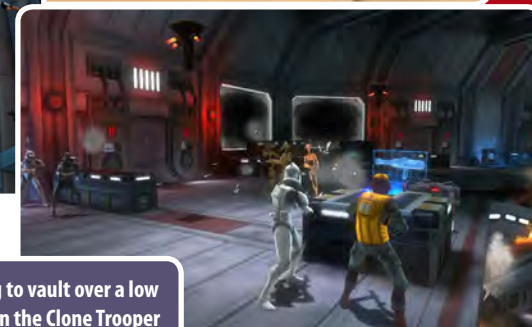


or blasting (depending on which character you're controlling), some clumsy platforming and, in single-player, the most woeful friendly AI this side of the LEGO games. It's not even executed with a great deal of competence – graphics are pretty poor, with flat textures and mediocre character models, while the semi-automated jumping sometimes completely fails to register, sending you plummeting to your death when the exact same jump a minute ago would have seen you stick to the platform. The signposting is at times quite poor, with one notable sticking point in the first hour of the game.

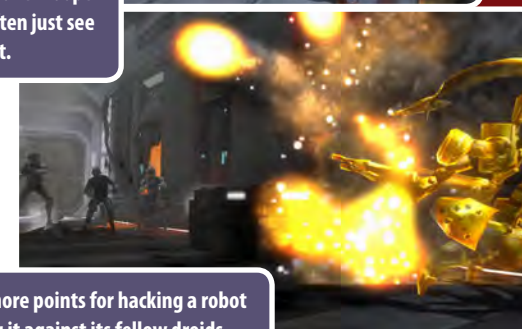
For undemanding young Clone Wars fans, the chance to play as your favourite character may appeal, while the generous checkpoints and unlimited lives mean it's never frustrating. But when the alternative is abject boredom, something's gone very wrong indeed. ●



It's rare you get to see the characters up close outside cut-scenes – the camera is often ludicrously distant.



Trying to vault over a low wall on the Clone Trooper stages will often just see you roll into it.



You'll get more points for hacking a robot and turning it against its fellow droids.



P3Zine
Verdict

Unimpressed, we are

- + Some funny moments
- Slash, shoot, slash, shoot...
- Poorly presented

54%

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FIFA 10

This is the season...



Publisher: EA Sports
Developer: EA Canada
Heritage: FIFA series, Fight Night Round 4, NHL 09
Link: <http://fifa.easports.com>
OUT NOW

There came a moment during our playtime with FIFA 10 when we asked ourselves how we ever doubted EA's ability in turning out a decent football game. Maybe it was when we successfully split apart Chelsea's back line with a cheeky one-two, or witnessed one of Ronaldo's screamers almost burst through the goal net as a result of some carefully conceived build-up play.

Of course, these don't sound like big things – indeed, they're pretty standard, but they've never been pulled off with such fluidity or precision, with FIFA 10's exactness emulating the look and feel of the beautiful game better than ever before. The build-up to FIFA 10's almost-perfect realisation of football has been in the works for the last couple of

years, with FIFA 08 and 09 laying down a good framework from which to tighten and polish. And so EA Canada has, delivering a stellar footy experience with FIFA 10 that should put to bed the PES vs. FIFA argument once and for all.

Tight play

Play is far tighter than any FIFA previous (or any PES, come to that), thanks to an incredible new 360-degree dribbling system that allows you to position the ball anywhere at your feet, while new advanced techniques like jockeying offer you more control over your players than ever. The pace of the game feels nigh-on perfect too, with the tight midfield battles for possession contending with a sudden urgency as players make daring runs on the break – something made all



Will your Virtual Pro be the next Wayne Rooney?

the better by advanced AI teammates that quickly react to openings. As a result, games in FIFA 10 have all the fluidity and pace of a real football match, no longer held back by poorly tethered animations, stiff directional restrictions or dodgy ball physics.

New elements too impress, such as FIFA 10's 'Virtual Pro' that naturally expands on last year's 'Be A Pro', allowing you to get your face in the game and use your own character in any of the game's modes, gradually gaining experience through 'accomplishments' and becoming a star

player. It's a fantastic addition, and one likely to raise a smile on the face of any budding footballer. FIFA still has some way to go off the pitch, though. FIFA 10's menu screen is more confusing than Rooney's choice in women, while the decision to dump you back onto the main menu after each online game seems rather daft to be honest.

Nevertheless, to think quite how far FIFA has come in such a relatively short space of time is incredible. FIFA 10 is a near faultless replication of the beautiful game, easily the best FIFA ever created, and possibly the best football game we've ever played. 1-0 to FIFA, then. ●



The beautiful game has never looked so beautiful.



Over 'ere son, on me 'ead...

P3Zine
Verdict

The best footy game ever!

- + Perfect recreation of footy
- + Virtual Pro is a great addition
- Still issues with the frontend

93%

In **P3Zine** Issue 33

Band Hero

Reviewed next month!

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The Saboteur**

**Dragon Age: Origins
Modern Warfare 2**

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